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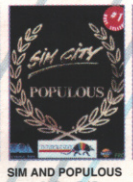

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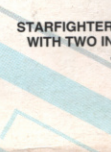

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AMIGA POWER

ISSUE 18 OCTOBER 1992

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CONGRATULATIONS TO:
Jason and Trina, Andrew and Kath, Liz and Phil (and son George) (Sorry we're late with this one)

COMPETITION:
The first person who correctly identifies all the games in the 'Autumn Preview' logo thing on the cover wins lots of stuff.

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10 TRUE STORIES
Bong! Some games are coming out. Bong! Some other things are happening. Bong! AMIGA POWER becomes the world's best sellling Amiga games magazine. Bong! If you really want to find out what's happening in the world of Amiga games, then just read the thing, why doncha?

16 THE GALLUP CHARTS
Look, they're the charts. What on Earth do you want us to say about the charts? They're just there, okay?

15 POP VOX
'Vox pop' backwards, geddit? Following on from our 'Pop Stars And Their Games' feature last month, the first in a top new series of pop stars moonlighting as game reviewers, starring... Sunscreem!

68 COMPLETE CONTROL
Top tips this month: how to beat Monkey Island 2 (part 2); how to play Lure Of The Temptress; how to beat Fire And Ice (level 2); how to build your own motorcycle.One of the above is not entirely true.

76 IF I'D KNOWN THEN...
You thought we'd forgotten about it, didn't you? Well, we haven't. This month, Arc Developments get the benefit of hindsight.

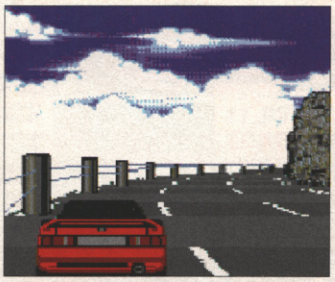
101 DO THE WRITE THING
Since you all complain so much about the letters pages all the time, this month we've replaced them with a special three-page spread of photos of Sharon Stone that we bought from Playboy. Or have we?

105 THE BOTTOM LINE
An essential guide to the full price games of the last year. It's certainly our favourite bit of the magazine – we get to fill up five pages every month without doing any extra work at all! Brilliant! *(You're fired – Ed)*

112 BACK ISSUES
What's that you say? You like this issue of AMIGA POWER so much, you want to buy the company? Well, you can't, but you can do the next best thing – you can buy up all the old issues of AMIGA POWER instead And what's that? You want special offers on the latest software? Then look no further for bargainous, AMIGA POWER-type prices on Ubi Soft's *Dynablaster* and other modern classics of our time.

114 IN THE STYLE OF
Phil Thornton of System 3 re-interprets his classic *Putty* in the style of top film director Sam Peckinpah. As an encore, Stuart presents his impression of New Kids On The Block – 'They're crap!' *(That's the last time I let Stuart loose on the contents pages – Ed.)*

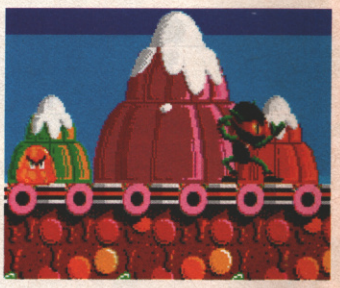
GAMES OF THEM



LOTUS III
The Ultimate Challenge is here, but just how fast is a Lotus, and is RECS obedient? Page 20

SHADOW OF THE BEAST III
Just as Wash'n'Go includes conditioner, *Beast III* promises graphics AND game! Page 24

PLAN 9
As in 'From Outer Space', which is where this one should have stayed. Page 30



ZOOL
The waiting is over – it's finally finished. And boy, it sure is fANTastic stuff. Page 34

WIN!
A SEASON TICKET TO YOUR FAVOURITE FOOTBALL GROUND!

Turn to page 99

91 WHERE ARE THEY NOW?
Take trip with Gary Penn, as he explores the twilight world of the games that, for one reason or another, never saw the light of day.

43 AUTUMN PREVIEW

If it's coming out in the Autumn then you'll find it previewed here. A staggering 20 (count 'em!) pages bring you the complete lowdown on what's coming your way in the fall. Start saving now!

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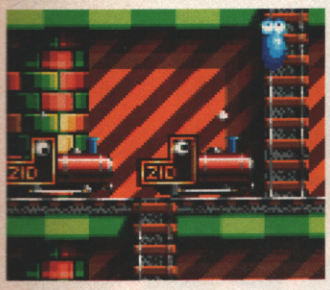
EMONTH

TRODDLERS
The dumb furry creatures are here – just don't mention *That Other Game*! Page 28



PUTTY
Who'd have thought it, eh? System 3 has produced a cute little baby bounder. Page 38

NEXT MONTH...
...gets interesting on 15th October. Can you really wait that long to read reviews of *Bat 2, Shuttle, Pool, Aquatic Games* and countless others? Of course you can, it's character building.

GAMES REVIEWED THIS ISSUE
OCTOBER

FULL PRICE
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This month AP offers one and only one disk. Why? It's simple. Every issue the AMIGA POWER disk will feature the very best demos around, all crammed with playability. What you won't find are slideshows, old PD games and non-playable demos. Just check this one out!

disk 18

AND THIS IS DISK 18

TEARAWAY THOMAS
Mind your head doesn't explode as you guide the ultra-speedy Thomas round this deeply fabulous two level demo. We just betcha can't wait for the finished game!

LOTUS III – THE ULTIMATE CHALLENGE
Find out for yourself what *Lotus III* has to offer in the specially prepared demo of Gremlin's latest. Discover just how the RECS course designer works, get a glimpse at the cars and stero music available in the finished thing and – yes! – try out one of the new future world courses for yourself. So you reckon you can be the other cars and the lasers? Maybe. But can you beat the clock? Load up and find out right now.

GOT A FAULTY DISK?
● Oh no! Are you sure? Before you go any further try the procedures desribed in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AMIGA POWER OFFICE but to: AMIGA POWER Disk Returns 18, Tib plc, 36-50 Adelaide Street, Bradford BD5 0EA.

disk 18

THOSE DARN DISKS

This is where we explain how to load the disks, so read carefully.

● *Lotus III* is a one meg only game, so if you have an unexpanded A500, er, sorry.

● To load either *Lotus III* or *Tearaway Thomas*, switch off your machine, insert the disk, and switch your machine back on.

● An options menu will load after a few seconds. Simply press F1 or F2 depending on which game you wish to load. After about a minute the game will load, and you'll be ready to play away. (After one game of *Lotus III*, you'll have to reboot though.)

● Please keep the disk you are playing your game from in the drive at all times, and remember – switching the machine off for 20 seconds or so before loading up a new program will help prevent disks being infested by stray viruses.

● AMIGA POWER disk 18 is fully compatible with CDTV, simply by selecting the appropriate game with the numeric keypad keys instead of the function keys.

● Apolgies to A3000 owners, but you won't be able to play *Lotus III: The Ultimate Challenge*.

AND IF (HEAVEN FORBID) THERE SHOULD BE ANY BIZARRE COMPLICATIONS?

● First, try the process again, once again making sure you've removed extra peripherals the program may not 'like'.

● If it's only one of the programs on your disk that doesn't work, not the whole thing, try phoning our COVERDISK HELPLINE. Call 0274 736990 and ask for Sam Hiah.

● If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to this address:
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Give the nice people at Tib a couple of weeks, and you ought to receive a shiny, working new disk.
Whatever you do, please don't bother sending any disks to the AMIGA POWER offices. We're about as technical as marmalade on warm soggy toast, so it's unlikely we'll be able to help at all.

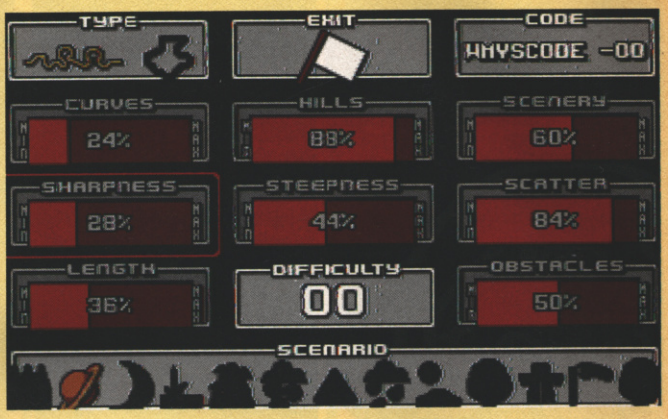
LOTUS THE ULTIMATE CHALLENGE

Publisher: Gremin
Authors: Magnetic Fields

No, really, this is it. The ultimate challenge. The final countdown. The last ninja. After this it's *Lotus* no more. Luckily, though, the third game in the massively successful *Lotus* range comes complete with a course designer feature which will let you create your very own *Lotus IV*, *Lotus V*, *Lotus VI*, *Lotus VII (Yes, we get the idea – Ed.)* and so on and so forth.

LOTUS III – SETTING A NEW TRACK RECORD!

This super-exclusive one-course demo of *Lotus III – The Ultimate Challenge* brings you, in association with those awfully nice Gremlin people, a completely new and exciting track which you won't find anywhere else (except in the finished



Before the playable demo of *Lotus III* commences, there's a quick demonstration of this here construction kit, which goes by the name of RECS.

TEARAWAY THOMAS

Publisher: Soundware
Authors: David Hanney and Nick Frampton

So you think you've seen a fast game, eh? Well, maybe you have (as you might imagine, it's a bit difficult for us to tell from here), but the chances are you still haven't seen one quite as zippy as this.

IT'S GETTING SILLY!

Tearaway Thomas might be a bit of a silly name for a character, but it's a really appropriate one as far as the little, er, creature in this game is concerned (what could he be? A squirrel? A cat? Some kind of mole? Answers on a postcard please, to Blue Peter, BBC Television Centre, Wood Lane, London). For reasons best known to himself, our furry little hero has taken it upon himself to acquire a vast number of little yellow and purple gems. Luckily, there just happen to be a multitude of said items lying around in the environs of his home, so without any further ado, Thomas sets off to get collecting...

'Well, that sounds a bit dull,' we can hear you all cry. 'Ah, yes, but there's a bit more to it than that,' we smugly reply. For a start, there's the fact that, for some even more obscure

That Thomas, he's a bit of a Tearaway. Here we see him following the signs to the exit. But wait! He still doesn't have enough gems yet.

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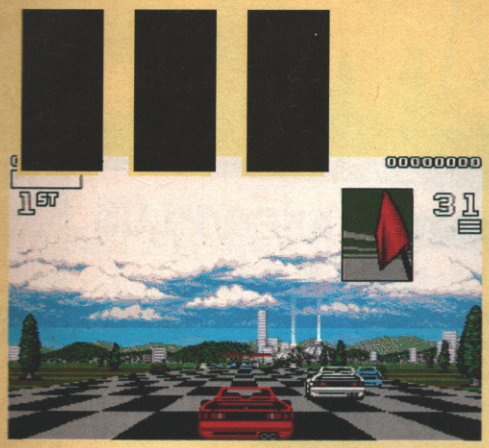
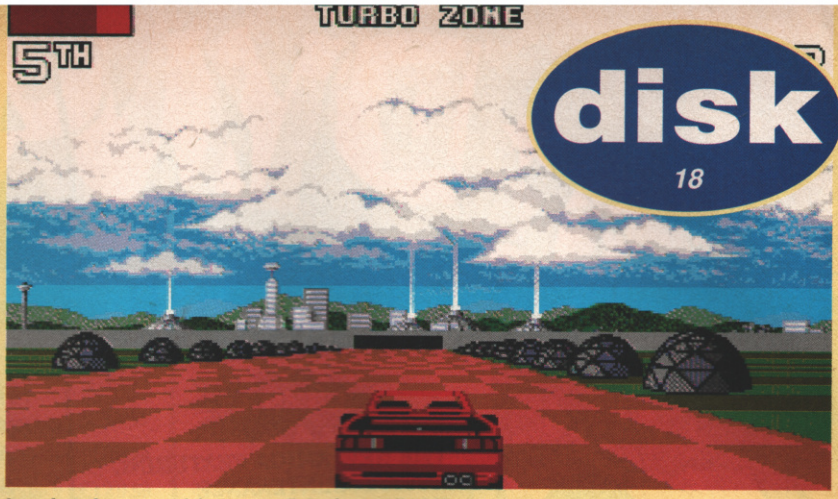


The race begins, with the soon-tobe-familiar weird chequered pattern and wide roads of a future track.



Intro the turbo zone, and the Lotus really begins to shift. The speedo hits 276, and all the other cars are left standing. Hey, if this is what the future holds, then maybe things don't look so bad after all. *(What? – Ed.)*

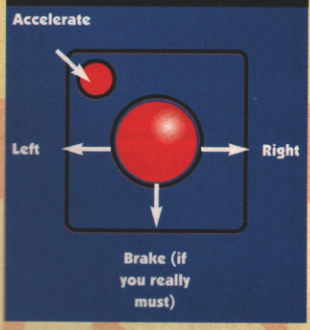
Watch out for those strange grey constructions at the side of the road there. They are nasty mean speed-trap guns.

game, of course). It's a track in the new 'Future' (hey!) style, which means you get a big chequerboard roadway to bomb down and lots of big speed-trap guns at the side which slow you down severely if you get caught in the beams they fire intermittently across the road, but apart from that you'll find it all eerily familiar – bends, signposts, cars, all that kind of malarkey.

OH NO, IT'S BROKEN! WHAT'S HEPPENING?

When the *Lotus III* demo loads, you might momentarily think you've got a broken joystick or something, as it flits all over the various menu screens and fiddles around with them, having a great old time to itself. Don't worry, that's just it showing off all the clever things it can do. After a short while it'll settle down and you'll get into the game proper, at which point you can control the action with the controls conveniently listed in a little box to the right. Could there possibly be anything else you might want to know? Thought not. ●

CONTROLS



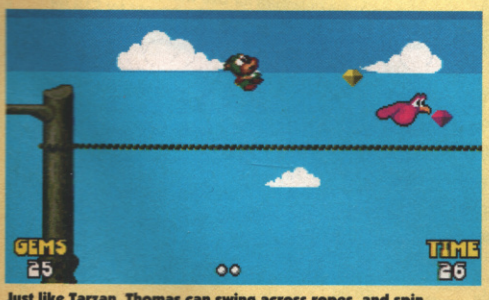
Thomas has finally opened the exit on the second level of the demo, so now it's just a matter of finding it.

Floating above the snow world are a bunch of cute but deadly balloonists. There's no way to hit 'em, so just run for it.

reason, our Tom has to collect all these gems really quickly or he'll (gulp) die. And then there's all the nasty animal dudes meandering carelessly about the place who'll kill the little chap as soon as look at him. But – hey! – life'd be no fun if it was too easy, would it?

WATCH AND YE SHALL LEARN THINGS

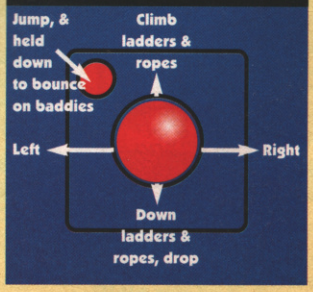
There's lots more stuff too, like secret rooms, wings, big bonus point objects and tons of other bits, but instead of us wibbling on about them, why don't you just watch the informative demo instead? Then you'll be ready for the two complete levels (there are 48 more in the finished game) supplied in this lovely demo, and near-unlimited fun will be yours for the taking. ●



Just like Tarzan, Thomas can swing across ropes, and spin around in mid-air air. Unlike Tarzan, he can't say 'Ngowa'.

Twenty eight gems collected and Thomas risks life and limb with a bird (almost) on a wire. Quick, time is running out!

CONTROLS



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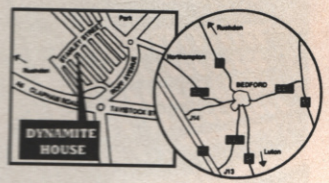

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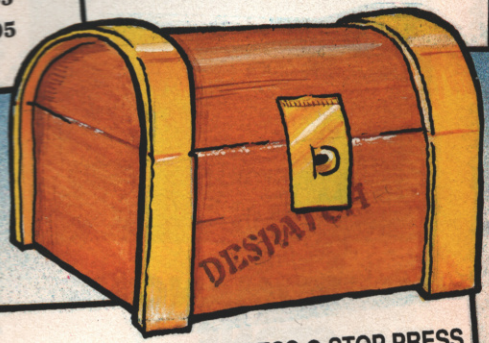

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TRUE STORIES

A600 SLASHED TO £299

The all singing, all dancing, all conquering A600 has had its price slashed from £399.99 to £299.99. Commodore's Kelly Sumner enthused about the decision saying "....this new pricepoint will make it completely irresistible." Commodore are more than a little pleased about the reliability of their new machine as well. The A600 return rate so far has been less than 1% which according to Commodore proves how successful the surface mounted technology really is. Ironically, however, when we bought one for the office, it didn't work... The upside, though, is that we gave Commodore a ring, and their much-vaunted in-home warranty service turned up two days later, whereupon a very nice chap had a bit of a fiddle and produced a fully-operational A600HD within half-an-hour. Watch this space for information on Commodore's Christmas games bundle, including System 3's *Putty*.

BUDGETS TO BLOW YOUR MIND

Mindscape have announced a range of budget titles that will make any self respecting Amiga owner start to drool with delight. The titles they have included in the first batch of this range are *4D Sports Boxing*, *4D Sports Driving*, *Aces of the Great War* and *Das Boot*. The last two are obviously war games, one in the air and one under the water. The pricepoint for these games is £14.99 and they will be available from right now.

4D Sports Boxing – a bit dodgy, but now only £14.99 from Mindscape

REVELATION TIME AT RENEGADE

"Early next year there's Steve Kelly's new game, which I cannot say anything about. No, it's not an RPG. Yes, it's action game. And yes, there will be a few innovations. Steve's working with Nick Alderton – he's been with us for about nine months. They're coding it and Dan's doing the graphics. Erm... Yes, he is the son of John Alderton and Pauline Collins," says BMB1 Eric Matthews`.

NEUROMANCING THE STONE

The long-awaited fruits of Empire's *Cyberspace* licence will appear in January. ODE have produced a 3D RPG with 10,000 buildings and two million people who all have something to do with the sci-fi plot.

A STATEMENT OF INTENT

That's it. We've had enough – enough of magazines with poor quality software spread thinly over two disks, enough of slideshows, enough of non-playable rolling demos, and enough of the very worst of PD. From here on pretty much every issue of AMIGA POWER will come with a single disk, packed with the best playable previews around. If you do find PD on an AMIGA POWER disk then you can rest assured that it'll be new, fresh and of an exceptional quality. We're committed to giving you the very best, and that includes the cover disk. Yes, our new price is £3.50, but we're sure you'll agree that AMIGA POWER is well worth it. After all, which other magazine offers you reviews of complete (and only complete) games? Which other magazine offers such balanced, honest and – dammit! –controversial reviews? Which other magazine keeps you informed on such a wide spectrum of Amiga game related topics? And which other magazine does it with such style? And of course, who else can claim to be world's best-selling Amiga games magazine? (And by the way, thanks for the letters, but I'm not as fat as this picture makes me look. Honest.)

MARK RAMSHAW
EDITOR

LEAN, WEEN AND ON THE SCREEN

Adventures are coming in thick and fast, the latest from Coktel vision, via Digital Integration. *Ween – The Prophecy* casts you in the role of Medieval adventurer. You are Ween (look, maybe your parents just didn't like you), and you have to defend your father's land against the power of Kraal. You will have to use all your powers of deduction and intuition (rules most of us out) to defeat the challenges that will face you.

Just to round things off nicely there's also some atmospheric music that's supposedly some kind of computer masterpiece. Cough. Yeah, right. The truth will be revealed, one way or the other, when *Ween* gets its big release sometime in October.

Typically French – big, bold, ambitious and with a dumb name – that's *Ween*.

OCEAN - AN APOLOGY

Readers of issue 17 of AMIGA POWER will have probably noticed a section entitled, 'Epic – The Great Debate' in Do The Write Thing (p94). In this section (and in the main letters section) we printed a number of readers' letters, which (along with callouts above the letters) presented Ocean in a one-sided, biased and unfair light. We would just like to make it clear that, although these letters were of course genuine, they are in no way representative of our readers' or indeed OUR opinions of Ocean themselves, as a software company.

We want to make it clear that we have no axe to grind with Ocean. As many of their previous releases have demonstrated, and their dominance of the Amiga market shows, we all have a great deal to thank Ocean for (*Addams Family*, *Wizkid*, *RoboCop 3*, *Head Over Heels* etc).

We have always, and will continue to review games impartially and fairly, but it's not really our position to question a company's standing.

We'd like to make it clear that this piece was not written in response to complaints from Ocean. As always, they have shown themselves to be tolerant of other people's opinions. We simply want to right a wrong. It's simply not fair to strongly criticise a company because of what we reckon to be one poor game. After all, *Rainbow Islands* is our all time favourite game .

WE'RE NUMBER ONE!

AMIGA POWER

NOW SELLING 60,184 COPIES EVERY MONTH

It's true, AMIGA POWER is now the world's best-selling Amiga games magazine. With a new ABC (that's the Audit Bureau of Circulations) figure of 60,184 AMIGA POWER has officially become the market leader.

So what do we do? Do we get all self-indulgent, take a bullish stance, and put it all down to our attitude, our expertise, and all-round brilliance? Or do we come over all humble, and say 'aw-shucks' a lot? I think we'll just let the figure speak for itself, say a big thanks you, the readers and leave at that. Hurrah!

WIN £10,000 AT The Future Entertainment Show

So you think you're good at games, eh? There's only one way to find out for sure, and that's to enter the biggest computer games competition there's ever been. The National Computer Games Championships – brought to you by Future Publishing, Virgin Retail and new Yorkshire Television games show Bad Influence! – will bring together the cream of the nation's gamers in a challenge which will not only crown once and for all the best gamesplayer in the country, but also reward his or her skills with a phenomenal first prize of £10,000!

THE NATIONAL COMPUTER GAMES CHAMPIONSHIPS 1992

The games to be played are *Zool* on the Amiga, *RoboCop 3* on the SNES, and *Aquatic Games* on the Mega Drive. Regional heats are to be held in Virgin Game Centres across the country from Monday to Thursday of a given week with the finals being held in Virgin Megastores on the Friday of each week.

Participants will be given two minutes to play on the machine of their choice. The highest scorers will go through to the Regional Final.

In the Regional Finals, the finalists will have to play on all three formats and one overall winner will be picked from each store. Two highest-scoring runners up nationwide will also be invited to he National Finals. Here are the locations:

London, week commencing 26th October
Final: Marble Arch Megastore
Heats: Bromley, Croydon, Guildford, Ilford, Kingston, 100 Oxford St

Birmingham, w/c 26th October
Heats and final to be held in Birmingham Megastore

Cardiff, w/c 26th October
Final: Cardiff Megastore
Heats: Bristol Game Centre and Cardiff Megastore

Manchester, w/c 19th October
Final: Manchester Megastore
Heats: Stockport Game Centre and Manchester Megastore

Glasgow, w/c 12th October
Final: Glasgow Argyle St. Megastore
Heats: Glasgow Union St. Megastore, Falkirk and East Kilbride

Newcastle, w/c 26th October
Final: Newcastle Megastore
Heats: Newcastle Megastore and Gateshead Game Centre

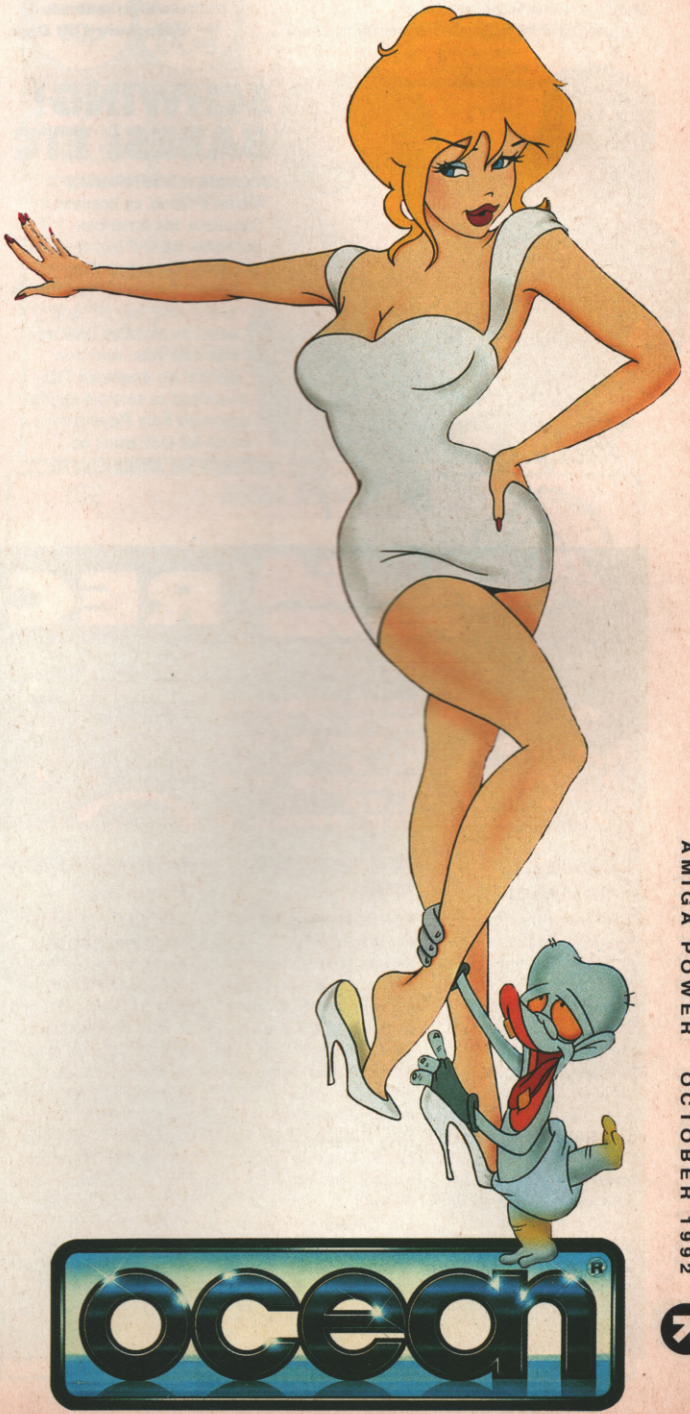
The eight finalists who qualify will receive a Mega Drive, SNES and Amiga, plus all the software to be used in the finals.

The Finals
1st Prize £10,000
2nd Prize £4,000

The finals are to be held at the Future Entertainment Show (November 5 – November 8) with the qualifying heats being held on the Saturday (7th) and the finals on the Sunday (8th). Future will pay for the travel to, and accommodation at, the show of each of the eight finalists plus guardians.

HOLLI WOULD IF SHE COULD

... AND SHE WILL



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'HE WOULDN'T EVEN HARM A FLY...'

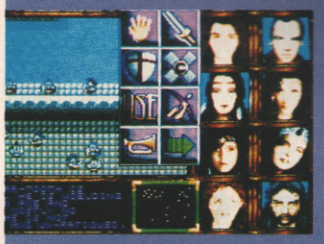
Anyone watching England's miserable performance in the last European Championships may have noticed a minor fracas involving England player Stuart 'Psycho' Pearce and some French guy. If you missed it, the ref turned his back and this French player kicked Pearce. *(He was called Basile Boli, and it was a headbutt, actually – Stuart.)* Being the nice guy he is, *(Hence the nickname, I suppose – Cynical member of staff, ie Stuart.)* Pearce shrugged it off and claims not to bear a grudge *(Yeah, right – Cynical member of staff, ie Stuart.)*. Anyway to get back to the point, said Stuart Pearce has endorsed a collection of soccer games from Ubi Soft. *The Psycho Soccer Collection* brings together *Kick Off 2, World Championship Soccer, International Soccer Challenge* and Manchester United in one package.

The collection is due for release in September for £30.99

INFERNAL DELAYS

The platform pranks of Gremlin's *Pandemonium* (by coder Shane O'Brien and artist Mike Musket) has been delayed until "sometime next year". The same holds true for the RPG *Ninja Quest* and the long-awaited cartoon animated adventure *Litil Divil*.

THEY'RE GONNA GET YOU



***Daemonsgate* – it's coming (honest).**

After many, many false starts and changed release dates, Gremlin have finally put the finishing touches to *Daemonsgate 1 – Dorovan's Key*. In case you haven't already heard about it, it's a huge RPG featuring over 50,000 play screens. In the traditional manner you have to fight bad guys, solve puzzles and visit locations. With a simple combat system and all-round user-friendliness Gremlin are confident that *Daemonsgate* will push RPG technology to the limit. *Daemonsgate* is to be released in September for £34.99, so look out for a review soon.

SCHWING! BABES! ETC

Accolade will be releasing *Wayne's World*, as licensed by Capstone, the American publisher behind conversions of *Home Alone* and other oddities. Capstone's *LA Law* is "still a long way off" and won't be released until well into next year. And Don Bluth's *An American Tale*, described as cartoon-quality animated Role Playing very much for kids won't be coming to the Amiga after all.

LATE TRAINS

Maxis' *A-Train* as (pictured below) will be released by Ocean but not until late next year on the Amiga. The unknown quantity *Shut In* and the racing simulation *Hot Hatch* are on the cards for release next Easter, as is the *Lemmings*-esque *Sleepwalker* which is having a face lift and its main character changed.

CAPTIVE AUDIENCE

Captive II (written by Tony Crowther in conjunction with Ross Goodley) will now miss Christmas but is on course for a February release. "It's not set in the underworld but there's still the free movement approach on the dungeons and stepped movement," says Mindscape's Phil Harrison. "Now all the enemies are built out of polygons a la *4D Sports Boxing* for an incredible number of animations and there's a high level of detail."

AMIGA POWER RECOMMENDS

Okay, so last month was a bit, er, quiet. Blame the 'waiting for Christmas' syndrome, but don't miss these corkers that DID show up...

PREMIERE (CORE DESIGN)

Style is something missing from so many games, but it's not a problem with Core's splendicious *Premiere*. What it lacks in depth it more than makes up for in atmosphere and sheer sass. Six incredibly tough levels and numerous sub-games take the player on a guided tour through the world of movies, with splendid cartoon graphics flopping around all over the shop. Not an essential purchase, but a very desirable luxury, and so worthy of inclusion in this section. So there.

BUG BOMBER (DMI)

After you lot's pathetic showing with the astoundingly fab *Dyna Blaster*, we're not holding out especially high hopes of this making a great chart placing, but if it doesn't it'll still be a crime. *Bug Bomber* combines elements of *Dyna Blaster* and the 8-bit classic *Chaos* to produce a frantic four-player blaster that's closer to the true spirit of a wargame than any number of tedious number-crunching snoozeathons. Miss it and you'll be missing something good.

D/GENERATION (Mindscape)

Look, we're not joking. This is another totally bloody brilliant game, with lovely graphics and superbly imaginative and fiendish design, on sale for the closest thing to a fair and reasonable price we've seen in ages, and if you don't all get out there and splash 20 quid on a copy and get it into the charts right now, we're going to sulk forever. What's the point in you all whinging about crap overpriced games if nobody goes out and buys excellent cheap ones like this? Eh?

PANG (The Hit Squad)

One of the best arcade games ever, one of the best coin-op conversions ever, one of the best Amiga games of all-time (No 31, to be precise), and now on budget re-release it's one of the best bargains ever as well. A brilliant blast of balloon-bursting, er, bodacity, *Pang* also happens to be one of the best two-player games around (though not as good as *Sensible Soccer*, obviously), which means you could club together with a friend and it'd only cost you £4 each! A snip if ever we saw one.

CRAZY CARS 3 (Titus)

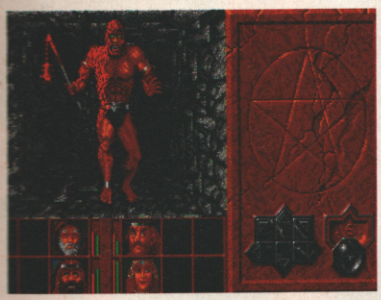
More atmospheric than *Lotus 2*, more interesting than *Jaguar XJ220*, *Crazy Cars 3* is, for us, far and away the best Amiga car racing game you can buy (*F1GP* is a simulation, not strictly a racing game). The control is beautiful, the opposition intelligent and challenging, the sense of speed is unmatched and there's even something approaching a hint of depth in the gameplay. It is, frankly, completely fantastic. The more we play it, the more 89% seems mean. Sorry.

WIZKID (Ocean)

After our 91% rating in issue 15, we've been inundated with letters from people frantic to buy a copy of this utterly beautiful game. Well, (ahem) you can't. Or rather you couldn't. For reasons best known to themselves Ocean have been holding it back, but by the time you read this, Sensible's tour de force of arcade weirdness should have reached the shelves of the nation's software stores, and should disappear off them pretty damn quickly. Really, this one's worth waiting for.

ICE ICE BABIES

New faces on the publishing front, Ice, are preparing a veritable Winter onslaught with a whole package of releases scheduled to take them up to Christmas. The first is *Fire Force* which we've had a sneak look at this month. The game wasn't complete but we can safely tell you it's a 12 level blasting romp



RPG action in *Abandoned Places 2*. We'll give you three guesses to work out what its the sequel to.

through enemy territory. If it moves shoot it, if it doesn't, blow it up anyway. From what we've seen there are some nice touches (if you call hiding in a swamp and jumping up to slice someone's throat a nice touch, that is). And with a variety of weapons and missions *Fire Force* may well be worth a look when it comes out in September.

To follow in October come *Gnome Alone* and *Fatal Strokes*. Thankfully there's no sign of Macauley Culkin in *Gnome Alone*, instead you control a gardener gnome who has been given the task of looking after his master's garden. If this sounds as exciting as watching the grass grow then don't worry, because Ice have gone completely over the top with cute characters and, so they claim, unique gameplay. We'll see about that in October when it comes out.

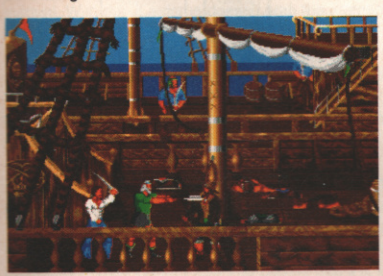
Fatal Strokes is being heralded as a journey into the world of art and imagination. What this means is you have to travel into actual paintings and use paints and spells to overcome the various foes you come across. There are also several sub-games to get to grips with. The scenario sounds novel but again we'll have to wait until mid-October to see the finished game.

November sees the long-awaited follow up to the successful *Abandoned Places* (released last year by the now sadly-departed Electronic Zoo, picking up 80% in AP11 on the way). At the moment it's imaginatively titled *Abandoned Places 2* (up all night thinking of that one, eh boys?), but nearer the release date it'll be given a sub-title of some sort. This version features a larger play window, a new control system, 32 levels and over 60 monsters. You'll be able to transfer any strong superhero-type characters you might have created across from the first game. Ice are saying that this is going to be the RPG of the decade, and while *Might and Magic III* and *Eye of the Beholder 2* might just have something to say about that, only time will tell.

Ice are also planning to get up to a spot of *Piracy*. What? Oh, not that kind of piracy. Phew. You take the role of a ruthless pirate living life on the high seas. The game has an ever-changing storyline to keep things fresh and different, but as you might expect you get the chance to board ships, steal treasure, fight, gamble and generally behave in an unpleasant and unsociable manner. It's safe to say that there aren't too many RPGs featuring pirates (in fact the only ones we can think of are this and the old MicroProse game, er, *Pirates*), but if you can't wait to start marauding on the Spanish Main, tough. *Piracy* doesn't come out until mid-November.

The *Green Beret* shoot-'em-all game style returns in Ice's Rambo-esque *Fire Force*.

To round off their rush of winter releases, Ice have announced the release of *Access Denied*. Programmed by the same people who brought you *F-19 Stealth Fighter*, *Access Denied* has been in development for two years. It seems there are two artificial intelligences controlling a world, you have to choose which to serve to restore peace to the world (sort of a bit like *Mercenary*). The 3D landscapes feature loads of polygon objects for you to fly around, and there's also oversampled speech which is allegedly of CD quality. *Access Denied* is being released in time for Christmas and is being plugged as the Christmas biggie by Ice.



***Piracy* on the high seas. Where's good old Captain Morgan though? Heck, even Uncle Ted would do.**

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G006 **TETRIS** - ingenious concept. Compulsive gameplay.
G054-G055 **TOBIAS RICHTERS STAR TREK** (2 disks) - the classic game. +
G086 **CUBULUS** - brilliant puzzle based on the Rubiks cube. +
GD002 **MONKEY ISLAND PLAYABLE DEMO** - +
GD005 **GODS PLAYABLE DEMO** - +
H002 **CHEATSHEET** - contains tips for over 150 Amiga games
U006-U010 **R.S.L** demomaker V2 and 4 extra disks.
S016 **PROTRACKER V2** - fab music creation package.
S017 **MED V3.2** - the program that nobody should be without+
S001-S008 **SOUND SAMPLES** for use with Protracker/Med +
M032-M034 **AMAZING TUNES**(ii) - brilliant
E001-E004 **EDUCATIONAL PACKS** - German Tutor, Chemistry, Speak + Spell
D062 **PHENOMAL ENIGMA TRENDY MUSIC** - Great Demo!

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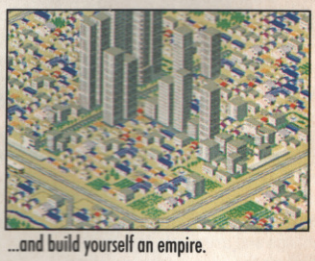

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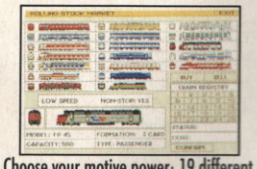

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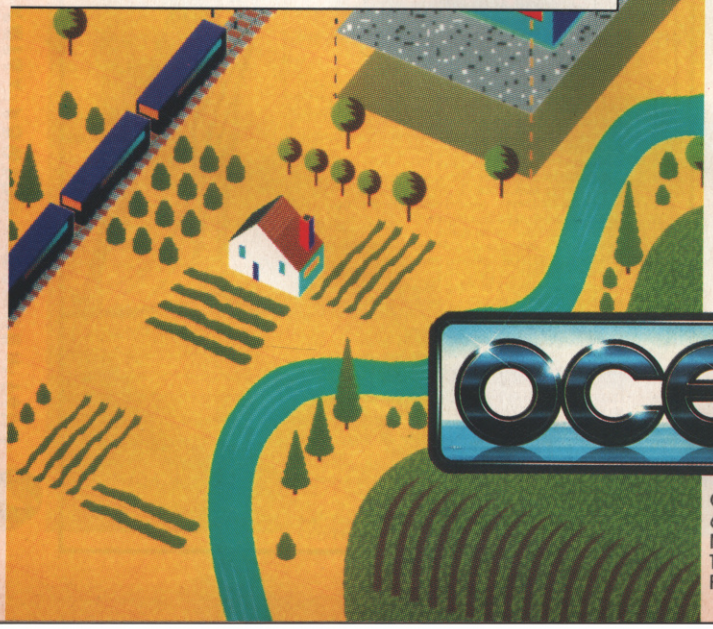

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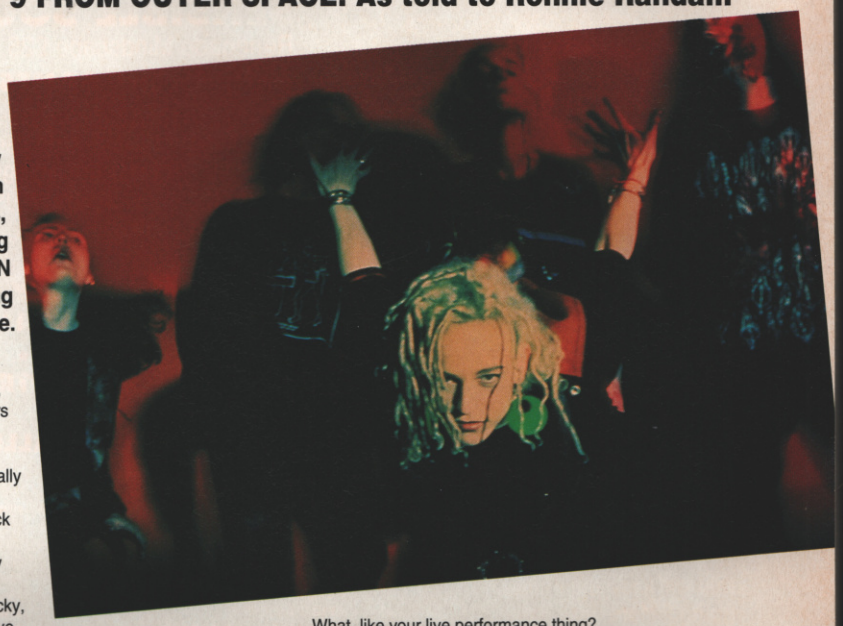
NUMBER ONE IN A COLLECTABLE 'POP' SERIES FOR YOU TO CUT OUT AND KEEP

SUNSCREEM

investigate PLAN 9 FROM OUTER SPACE. As told to Ronnie Randall.



Yeah, yeah, we know. Pop stars! We're not fooled at all, anyone can do it. You don't have to be a musical genius to top the charts these days – a quick sample from the Wombles theme tune and you're sorted... Yet funnily enough, we STILL like to hear them pontificating upon world problems and the like. And talking of world problems, they don't come much bigger than trying to enjoy playing Gremlin's *Plan 9 From Outer Space*. LUCIA HOLM and SEAN WRIGHT of Top 40 popsters and Dance-Chart topping SUNSCREEM took up this formidable challenge.

BUT ANYWAY, HOW LONG HAVE YOU BEEN INTO GAMES?

SEAN: "I'm a fully paid up member of the spotty kid brigade. When I was 16 I programmed a game called 'Gunge Muncher' on the Vic 20. It was alright actually, and it got me an O' level."

LUCIA: "It's all new for me. Sean got me started with his Gameboy on the tour bus, then I got a Game Gear for my birthday. They're brilliant for passing the time when you're travelling around non-stop like us. The bus has a Mega Drive fitted but every time the driver stops or starts the game crashes which is a bummer if you're 20 minutes into *Sonic*."

WHAT GAMES DO YOU PLAY?

LUCIA: "Being the brainy one around here I'm into more, ahem, 'intellectual' pursuits like *Tetris* and *Klax*.. Fast and furious manic puzzle games are my sort thing."

"It's not my kind of game, it's slow and finicky."

SEAN: "So being the thick one it's cute platformers for me – *Mario*, *Sonic*, all that stuff. I don't mind beat-'em-ups for a short time, but mindless violence gets boring, puzzle solving is much more of a long term challenge. *Gods* is another brilliant game, I'm into that, beating people up WITH a bit of thought thrown in. I'm definitely NOT an armchair sports enthusiast."

WHAT'S YOUR ALL-TIME FAVOURITE GAME?

SEAN: "Remember the early days of gaming... *Space Invaders*, *Galaxians*. Nothing can ever equal the buzz I got when I first played them. Simple and easy to get into, yet challenging and full of strategy. Too many current games demand the patience of a saint just to read the manual. With me, if a game doesn't grab the attention straight away it's unlikely to get a second chance."

Ulp! *Plan 9* is about as 'instant' as home brewing. Still, roll the credits.

SEAN: "Cor! Look at this Lucia, great opening graphics, sounds great too."

Credits end.

LUCIA: "Oo-er, what now? It reminds me of that game where you spend ages trying to buy condoms, *Leisure Suit Larry*. No, wait, it's more like that other game that's based on the '50s sci-fi film 'Them', the one about the giant ants... *They Came From The Desert*, that's it, even the music's the same."

We 'play' for a while, searching rooms, taking pointless taxi rides, talking to characters who ignore us, picking up useless objects, and generally growing extremely frustrated at the lack of progress.

LUCIA: "It's not my kind of game at all, slow, very very finicky, unbearably repetitive, and the action screen is far too small. The mouse control is really awkward too. I like some of the animated bits, and it's a nice idea to include a video of the original film in the package. I'm a real fan of '50s sci-fi films like Forbidden Planet."

SEAN (having watched a bit of the actual video): "They say Plan 9 is rated the worst film ever made right? But the game isn't actually based upon the plot of the movie, it's about looking for six reels of film that we eventually put together to form a long animation sequence from it. Hmmm, it's a pity the whole thing isn't animated smoothly like *Monkey Island*. Actually these multiple choice responses aren't my thing, I prefer the old Infocom style where you type in commands, they're more of a challenge. This way it's just a matter of simple deduction, or rather, it USUALLY is, *Plan 9* seems to have thrown a few unnecessary spanners in the works. Still, to be fair if you're really into these kind of games I imagine you could find it quite engrossing... eventually. Basically the intro and the music are the best bits."

LUCIA: "Speaking of music, got any questions about ours?"

What, like your live performance thing?

LUCIA: "Thought you'd never ask. It's true, we blend guitars and drums with all the latest technology. There's so much more energy when you play live, it's not calculated and cynical like the whole PA thing."

SEAN: "We try to be creative with the instruments, triggering samples with guitar and drum rather than playing traditional rock riffs. People really appreciate that we're the real thing, whatever the technology involved."

LUCIA: "There's a lot of content in our songs too, we're into words, there's got to be more to lyrics than endless variations on 'Take Me Higher."

So you're trying to tell me that *Plan 9 From Outer Space* is a complete dud?

"No, we're telling you that we've got a new single out called 'Perfect Motion.'"

Hold on a moment, are you using this review to plug your own product?

"Well it's better than plugging a dodgy computer game."

"Ummmm..."

● ***Check out page 30 for a full review, and discover – gasp! – if AMIGA POWER agree with Sunscreem.***

A couple of scenes from *Plan 9 From Outer Space*. The graphics don't look half bad here, but in actual fact they occupy just a small portion of the screen. Most of the space is wasted with icons and the like.

AMIGA POWER PENGUIN GALLUP CHARTS TOP 100

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (-) **SENSIBLE SOCCER** Renegade/Mindscape £25.99 ★★★★★

2 (NE) **ESPAÑIA THE GAMES '92** Ocean £29.99 ★

3 (19) **CIVILISATION** Microprose £34.99 ★★★★

4 (9) **JAMES POND** GBH £7.99 ★★★

5 (2) **MONKEY ISLAND 2** US Gold £37.99 ★★★★★

6 (5) **FIRE AND ICE** Renegade/Mindscape £25.99 ★★★★

7 (21) **MAGIC LAND DIZZY** Codies £7.99 ★★★

8 (6) **FORMULA ONE GRAND PRIX** Microprose £34.99 ★★★★★

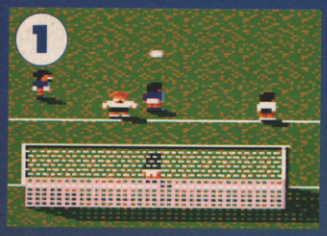
9 (4) **LURE OF THE TEMPTRESS** Virgin £30.99 ★★★★★

10 (30) **LOTUS TURBO CHALLENGE** GBH £9.99 ★★★★★

11 (7) **PRO TENNIS TOUR** Hit Squad £7.99 ***
12 (10) **FIRST DIV MANAGER** Codies £7.99 *
13 (12) **F-16 COMBAT PILOT** Action 16 £9.99 ***
14 (NE) **SEUCK** GBH £9.99 ****
15 (8) **RAINBOW ISLANDS** Hit Squad £7.99 *****
16 (98) **PANZA KICK BOXING** Kixx £9.99**
17 (11) **EPIC** Ocean £29.99*
18 (14) **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ****
19 (29) **PROJECT X** Team 17 £25.99 ***
20 (34) **PANG** Hit Squad £7.99 *****
21 (3) **STRIKER** Rage Software £25.99 ***
22 (NE) **STEG THE SLUG** Codies £7.99 ***
23 (20) **NEW ZEALAND STORY** Hit Squad £7.99 *****
24 (16) **JAGUAR XJ220** Core Design £25.99 ***
25 (NE) **CRAZY CARS 3** Titus £25.99 *****
26 (27) **JIMMY WHITE'S SNOOKER** Virgin £29.99 *****
27 (28) **WORLD CRICKET** Zeppelin £7.99 ***
28 (17) **DUNE** Virgin £30.99 ****
29 (26) **PGA TOUR PLUS** Electonic Arts £29.99 ***
30 (13) **CHAMPIONSHIP MANAGER** Domark £24.99 ***
31 (22) **THE MANAGER** US Gold £30.99 *
32 (23) **JOHN MADDEN AMERICAN FOOTBALL** Electronic Arts £29.99 *****
33 (39) **HOOK** Ocean £25.99 ****
34 (NE) **FALCON** Action 16 £14.99 ***
35 (45) **BATMAN THE MOVIE** Hit Squad £7.99 ****
36 (88) **F-15 2** Microprose £29.99 *****
37 (24) **EYE OF THE BEHOLDER 2** US Gold £35.99 ****
38 (96) **TURRICAN 2** Kixx £7.99 ***
39 (33) **ALIEN BREED** Team 17 £24.99 ***
40 (38) **W.S CRICKET** Soundware £29.99 **
41 (15) **THE ADDAMS FAMILY** Ocean £29.99 ***
42 (71) **EASY AMOS** Europress Software £34.99 ***
43 (48) **DIZZYS EXCELLENT ADVENTURES** Codies £24.99 ****
44 (58) **DYNA BLASTER** Ubi Soft £30.99 *****
45 (69) **FANTASY WORLD DIZZY** Codies £6.99 ***
46 (NE) **GO FOR GOLD** Kixx £7.99 **
47 (NE) **CARL LEWIS CHALENGE** Psygnosis £25.99 **
48 (81) **CJ IN THE USA** Code Masters £7.99 **
49 (NE) **SEYMOUR GOES TO HOLLYWOOD** Codies £7.99 **
50 (64) **POPEYE 2** Alternative £7.99 ****
51 (36) **MIDNIGHT RESISTANCE** Hit Squad £7.99 ****
52 (76) **MAN UNITED** GBH £7.99 *
53 (49) **SPACE CRUSADE** Gremlin £25.99 *****
54 (18) **EURO FOOTBALL CHAMPIONSHIP** Domark £25.99 ***
55 (51) **PINBALL DREAMS** 21st Century Entertainment £25.99 *****
56 (RE) **TREASURE ISLAND DIZZY** Codies £7.99 **
57 (62) **EMLYN HUGHES INT SOCCER** Touchdown £9.99 **
58 (66) **WWF WRESTLEMANIA** Oceans £25.99 *
59 (78) **POPULOUS 2** Electronic Arts £29.99 *****
60 (RE) **GOLDEN AXE** Tronix £9.99 **
61 (68) **INT 3D TENNIS** GBH £7.99 **
62 (70) **GOBLIIINS** Dream Factory £25.99 ****
63 (47) **ROBOCOP** Hit Squad £7.99 **
64 (59) **TEAM SUZUKI** GBH £7.99 ***
65 (50) **LITTLE PUFF** Code Masters £6.99 **
66 (35) **OP THUNDERBOLT** Hit Squad £7.99 ***
67 (NE) **MICROPROSE GOLF** Microprose£34.99 ****
68 (RE) **BUBBLE BOBBLE** Hit Squad £7.99 ***
69 (44) **TOYOTA CELICA RALLY** GBH £7.99 ***
70 (87) **M1 TANK PLATOON** MicroProse £24.99 ***
71 (NE) **POPULOUS** Star Performers £10.99 ***
72 (NE) **DARK QUEEN OF KRYNN** US Gold £32.99 **
73 (75) **ITALIA 90** Tronix £9.99 **
74 (52) **SUPER OFF ROAD** Tronix £9.99 ****
75 (NE) **GOLDRUSH COLLECTION** Tronix £9.99 **
76 (60) **DOUBLE DRAGON 2** Tronix £9.99 ***
77 (NE) **PACIFIC ISLANDS** Empire £29.99 ****
78 (NE) **MEGA-LO-MANIA/FIRST SAMURAI** Ubisoft £30.99 ****
79 (85) **OH NO! MORE LEMMINGS** Psygnosis £19.99 ***
80 (RE) **SHADOW WARRIORS** Hit Squad £7.99 **
81 (72) **CHASE HQ** Hit Squad £7.99 *
82 (NE) **BATTLECHESS** Star Performers £10.99 ***
83 (RE) **UNTOUCHABLES** Hit Squad £7.99 ***
84 (-) **A320 AIRBUS** Thalion £35.99 **
85 (NE) **ERIK** Atlantis £7.99 **
86 (RE) **LEADERBOARD** Kix £7.99 **
87 (37) **LOMBARD RAC RALLY** Hit Squad £7.99 ***
88 (NE) **CRICKET SIM** Soundware £24.99 **
89 (31) **SCOOBY-DOO AND SCRAPPY-DOO** Hi Tec Software £7.99 *****
90 (32) **MYTH** System 3 £25.99***
91 (42) **TRI STAR SPORTS** Soundware Int. £7.99 **
92 (RE) **BIG BOX** Beau Jolly £29.99 **
93 (NE) **AWARD WINNERS** Empire £25.99 ***
94 (91) **ROBOCOP 3** Ocean £25.99 ****
95 (74) **BLACK CRYPT** Electronic Arts £25.99 ****
96 (RE) **BARBARIAN 2** Psygnosis £25.99 **
97 (59) **INT NINJA RABBITS** Micro Value £7.99*
98 (RE) **TOTAL RECALL** Hit Squad £7.99 *
99 (NE) **Z-OUT** Kixx £7.99 **
100 (NE) **OLYMPIAD COLLECTION** Microvalue £7.99 **

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

SENSIBLE SOCCER



It's still there. For the first time a game has remained at the top of the charts for three months. As you would expect, Renegade are ecstatic. When we spoke to them the champagne corks had just started popping. Tom Watson laid off the champers just long enough to say, "We hope it stays high for a while yet, and we think we've got something that will keep the interest going." More news soon.

ESPAÑIA 92

Españia 92 has crashed into the charts at number 2. The Olympics (and, indeed, any other major sporting event) are bound to generate a great amount of interest. Full marks to Ocean for the timing on this one – they got it just right, as the chart position shows. But once the furore dies down, we predict the sales will drop.

SHOOT-'EM-UP CONSTRUCTION KIT

Gremlin's budget label, GBH, has come up trumps with the re-release of *SEUCK*. It blasts its way in at number 14, proving that people can get some fun out of trying to make their own games. At full price it was perhaps a dodgy purchase but now it has found its niche in the market and looks set for a new lease of life.

CRAZY CARS 3

Ever since this arrived in the office it seemed destined to be a hit. We gave it a rave review in issue 16 and it's one of the few games that's had us all coming back for more. Number 25 isn't an astonishingly high place to enter the charts, but keep your eyes on this one, we predict it will be up there with the best of them (or there abouts) for months to come. It's one of those games that doesn't look much at first glance but will sell like proverbial hot confectionary as soon as word gets around.

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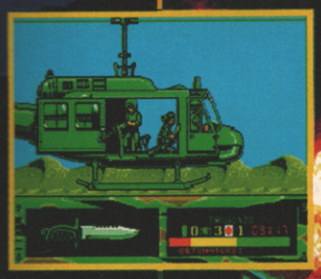

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TWELVE	- exciting missions across different TERRAIN
HUGE	- choose from a huge ARSENAL of weapons
THRILLING	- MK 16's, AK47's, grenades,knives and more
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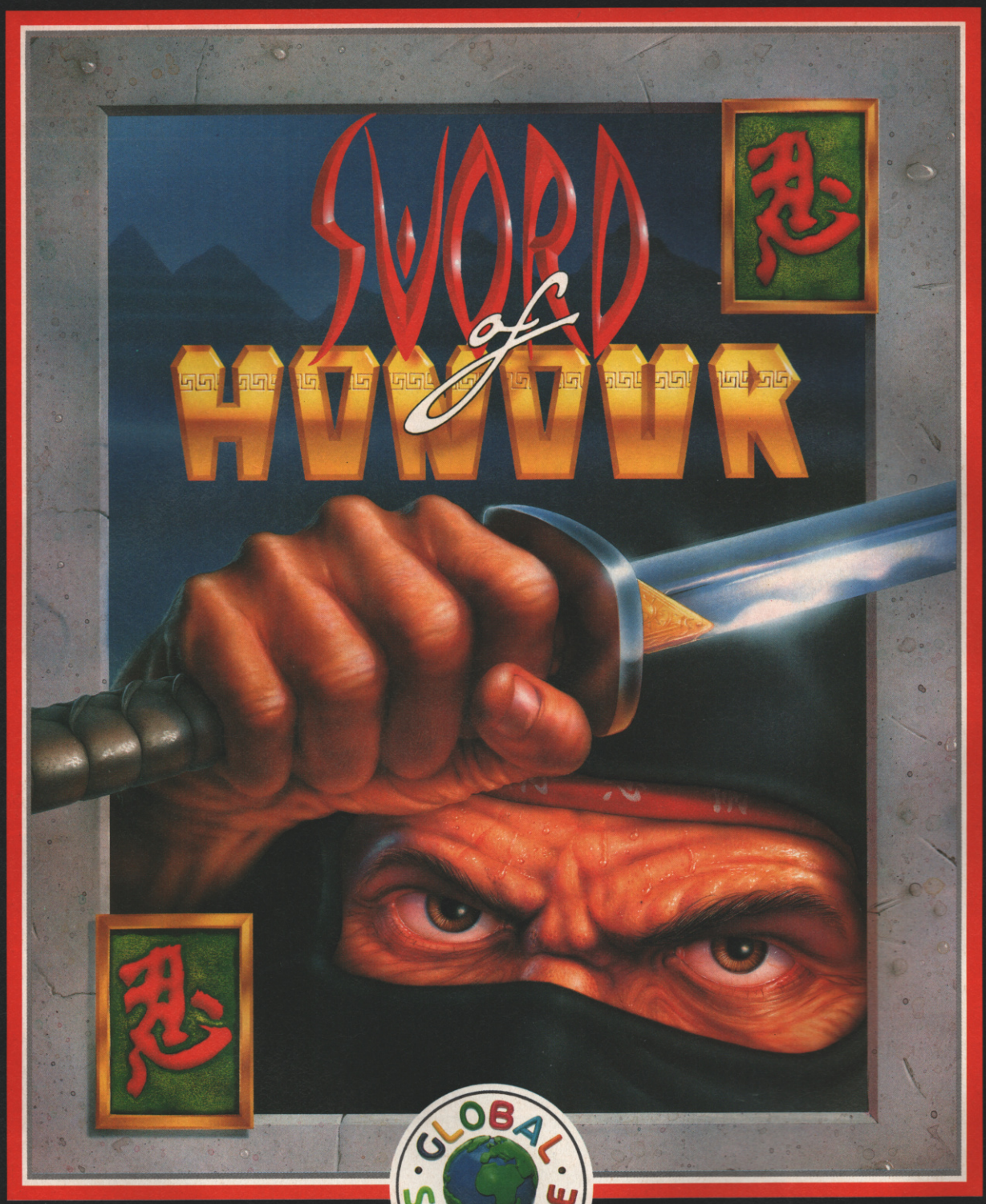

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JUST WHO DO WE THINK WE ARE?

MARK RAMSHAW

Controversy continues to rage over Mark's True Stories photograph, but this month he decided to get away from it all and do some surfing. The result? One extremely wet editor.
The punchline of Mark's favourite joke is: 'Apologise and wipe it off'. We daren't ask.

ADAM PETERS

Not content with being a rock star, Adam decided he fancied himself as the new Schwarzenegger. Rather than learn Austrian he bought a multigym instead. Completely tragic.
The punchline of Adam's favourite joke is: 'You can't dip a fireman in your egg'. The clot.

STUART CAMPBELL

Meanwhile, office jessie Stuart's had 800 quid's worth (!) of pain-free dentist work done. Now, we can't stop the soppy Scot running around grinning at everybody.
The punchline of Stuart's favourite joke is: 'No, you're right enough hen, it's a doughnut'.

JONATHAN DAVIES

'What have you been up to, Jonathan?' we asked. 'I got my car broken into,' replied JD cheerfully, 'and I had a really good dream last night. Will that do?' Frankly, Jonathan, you're fired.
The punchline of Jonathan's favourite joke is: 'You can't make crisps out of a Datsun 260Z'.

TIM NORRIS

Following on from Gary Penn's example, Tim's taken up juggling. Our bold Prod Ed's borrowed a set of clubs and is now causing danger to life and limb in the AP office.
The punchline of Tim's favourite joke is: 'No, just put it on my bill'. You don't want to know...

MATTHEW SQUIRES

Surfing for Matt too, but a shark took a bite out of his board, causing it to veer into a yacht and do £8000 of damage. At least, that's what it says on the insurance claim form.
The punchline of Matthew's favourite joke is: 'Why not? The chicken did'. Matt, you're fired.

GARY PENN

The world was rocked this month when the tabloids printed photos of Gary snogging a member of the Royal Family. Prince Michael Of Kent would only say "I was helping out with a spot of freelance."
The punchline of Gary's favourite joke is: 'Yeah, he was caught pedalling.' Really, it was horrible.

LES ELLIS

We just can't stop employing new staff these days. Les used to work on a console mag, but we're not going to hold that against him. The red hair extensions, however, are another matter altogether.
The punchline of Les's favourite joke is: 'Yes, but not with the goldfish'. Les, that's crap.

JACQUIE SPANTON

Literature lover Jacquie's been reading her Bionic Woman annual. 'It'd be brilliant to be bionic, wouldn't it?' she pondered. Any mad scientists looking for a volunteer, you know where to come.
The punchline of Jacquie's favourite joke is: 'Yes, it does, doesn't it?' The pervert.

DAVE GOLDER

This month, Dave took a trip to see his fave band Die Toten Hosen at the Lorelei music festival in Germany. "It's my attempt to become more glamorous and interesting," said Dave in a rather unconvincing manner.
The punchline of Dave's favourite joke is: 'But where do you want these blinds hung?'

SALLY MEDDINGS

Sal's been organising birthday bashes for daughter Eliza and bit-on-the-side Andy. "There was jelly and ice cream and everything. And Eliza's party was quite good, too."
The punchline of Sally's favourite joke is: 'It's not a lion, it's a giraffe'. Well, it keeps her quiet.

RICH PELLEY

Rich spent the month on holiday in the Canary Islands. Sadly, a power failure meant he couldn't shave for the fortnight, resulting in the disaster you see before you.
The punchline of Rich's favourite joke is: 'Don and Ivy Brennan'. Rich, you're a sick man.

RICHARD LONGHURST

Richard's discovered how relaxing fishing can be. "I meditate for a while, then grab a fish and bash its head against the side of the boat as violently as possible," he cackled.
The punchline of Richard's favourite joke is: 'What's wrong with this room?' How sad.

RONNIE RANDALL

Madonna, Kylie, and Sharon Stone are just a few of the stars who've been trying to get through on Ronnie's private hotline this month. If only he'd paid that phone bill.
The punchline of Ronnie's favourite joke is: 'Eats shoots and leaves'. We can't print that!

GAMES

Zool – leaps jellies in a single bound.

Just before we get started with the actual reviews intro stuff, a quick competition for those of you who actually bother to read all this stuff every month. The first person who writes in and tells us the rest of the jokes that we've got the punchlines to over the page there (or failing that, the person who comes up with the best alternative jokes using the same punchlines), wins themselves a whopping £150's worth of top-notch software. Can't be bad, can it? (Send your entries to 'This'll Make You Laugh' at the usual AP address.)

But anyway, on with the games. This month we've got, ooh, several top-quality reviews for you, including the long-anticipated *Lotus III* from Gremlin, the even longer-anticipated and equally from-Gremlin *Zool*, and the anticipated-for-absolutely-bloody ages *Putty* (no longer Silly, but just plain brilliant). And more, too. Read on.

Putty – stick around for more joy.

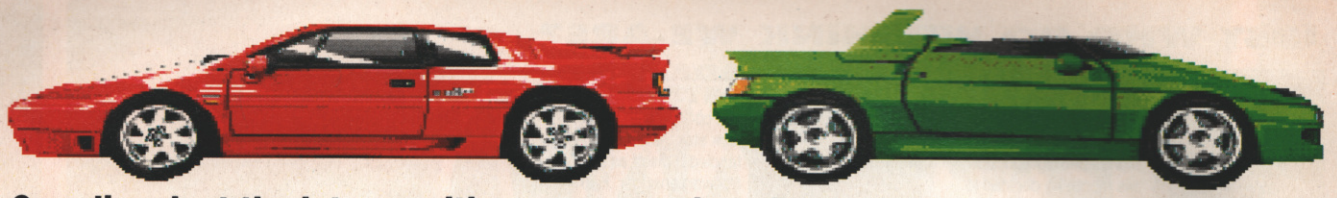
THE AMIGA POWER SCORING SYSTEM (AND HOW IT WORKS): AN EASY-TO-USE BEGINNERS GUIDE

The AMIGA POWER reviewing philosophy is an absolute doddle to understand. No, really, it's simple. But if you're reading this at all you must want to know at least a little bit more, so here, in all its glory, is The Way We Do Things At AMIGA POWER....

1) We're all aware of how much software costs, which is why we believe a game has to be *really* good to be worth buying – *or* worth giving a good mark. Happily, there's more than enough top-notch stuff around if you only look – we mark as hard as we do to prevent you from wasting time (or money!) on the bad ones. You'll thank us for it in the end...

2) We believe rating systems should be simple and easy to understand. That's why we just give one mark out of 100, a few summing up sentences, and that's it. What more is there?

3) A third point? You must be joking.



Gremlin adopt the lotus position one more time. But have they stretched it too far?

LOTUS III

Game: Lotus III – The Ultimate Challenge
Publisher: Gremlin
Authors: Magnetic Fields
Price: £25.99
Release: Out now

When university student Colin Chapman built the first Lotus in 1947, using a rickety 1937 Austin, I wonder if he could have foreseen his future sports cars appearing on the Amiga. A stirring thought perhaps, but just how good is the new generation *Lotus* from Gremlin?

Lotus III, like its predecessors, presents the action from a second-person 3D perspective. Getting started is based around an easy-to-use menu with which *Lotus I* and *II* fans will also be familiar. With a choice of one or two players, and the four-player link option (two machines must be connected) it's definitely a multi-player game, and on the surface it does look to offer all the scope and playability of its forebears.

"It just isn't as smooth as Lotus I"

A first spin also reveals a familiar control system. It follows the straightforward *Lotus* formula, allowing manual or automatic gears, with fire button or joystick-operated acceleration.

As far as game structure is concerned you must choose whether to race against time or race for position against other cars. Next choose your difficulty setting, from the three provided.

It's then time to get stuck into the track editor, to plan a course of your own. Here you can decide the overall level of difficulty, and the degree of curves, hills, steepness or obstacles on your course. All are measured as a percentage. Simply select the feature (course detail, for instance), then decrease or increase the percentage using the joystick. Now go to the icons at the bottom of the course editor screen. These enable you to select the course type, including all the styles from *Lotus II* plus several new ones, including windy, future world and mountain tracks.

Lotus III brings you vehicle variety too, with a choice of the new M200, the Esprit Turbo SE or the Elan SE. After choosing a race car, select an audio track from the CD screen. There are six different tacky tunes, but to be honest you're better off sticking to sound effects.

So how does *Lotus III* handle – does it pass the AMIGA POWER speed test? As a fan of *Lotus I*, I feel that something is definitely missing. *Lotus III* just doesn't have the sheer hellbound speed of its parent game. It's even slower than *Lotus II* – there's no longer that feeling of being on the edge, so perfectly captured by *Lotus I*. Controllability just isn't as smooth as in the first *Lotus* game. It doesn't feel only sounds but feels like a vacuum cleaner. As you accelerate into a race, this sluggishness soon becomes apparent. The other cars are clearly not there to race you, but get in your way. When you attempt to overtake, they block your path. Your car responds by decelerating, allowing your opponents to accelerate away while others overtake you. Your car must now go through all the gears again to regain race pace – this is frustrating when you've worked your way up into the top five positions. In *Lotus I* your car only slows down if you actually crash.

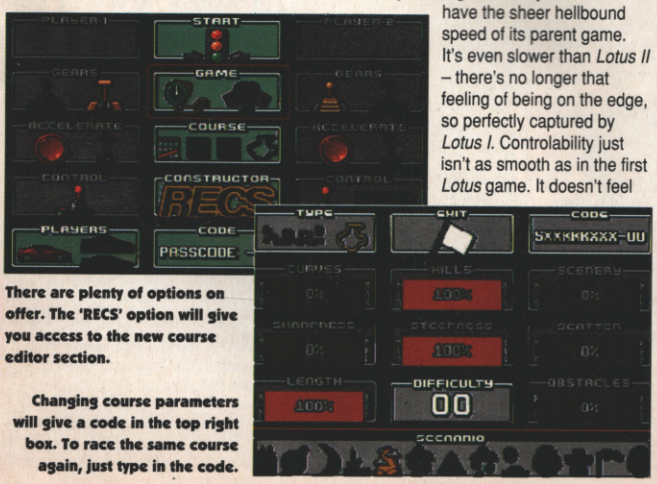
You race in one of three Lotuses. And yes, they actually did make the Elan in this revolting colour, we've seen one!

or handle as smoothly, and its stop-start tendencies can be more than just frustrating, especially on the two-player game where things get distinctly jerky.

In a world of ever-increasing standards, it's not surprising that someone else did take the *Lotus I* formula one step further. *Crazy Cars 3* creams *Lotus* for sheer speed, handling, thrills and excitement. In fact after the bellowing of *Crazy Cars 3*'s throaty engine, *Lotus III* not

CRASH ON DELIVERY

Unfortunately, *Lotus III* follows *Lotus II* along the no-crash philosophy. Although a crash meant it did take time to get going again, I'd rather see the crashes and



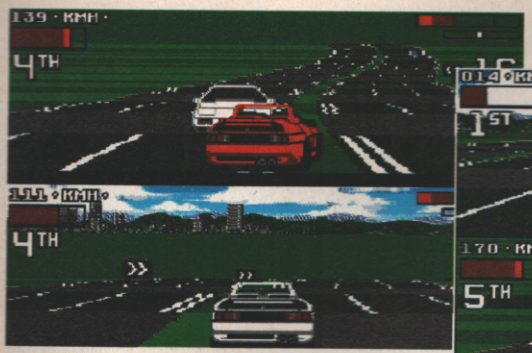
There are plenty of options on offer. The 'RECS' option will give you access to the new course editor section.

Changing course parameters will give a code in the top right box. To race the same course again, just type in the code.

EVERYWHERE YOU GO, YOU ALWAYS TAKE THE WEATHER WITH Y

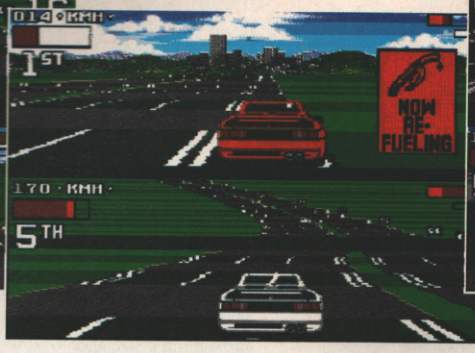
An interesting innovation is the future track terrain. Here the obstacles are some interestingly designed lasers which can blow you off the circuit, while turbo boosts are a welcome speed bonus. It must be said, though, that it comes nowhere near the warp factor three experience of *Crazy Cars 3* at full stretch.

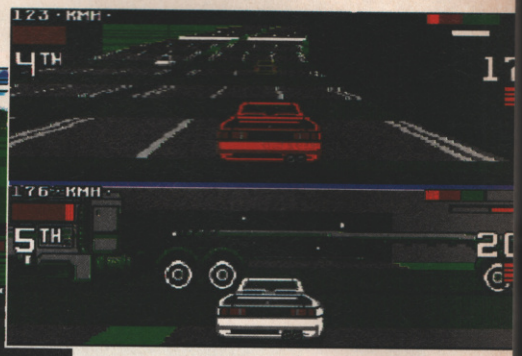
The go-faster Turbo Zone is marked by the red stretches of road. When they end, it's back to normal.



This is the horizontal split-screen of the two-player mode. It works quite well and adds a touch of excitement.

The fuel stops also add a touch of tactics and tension to the two-player races.





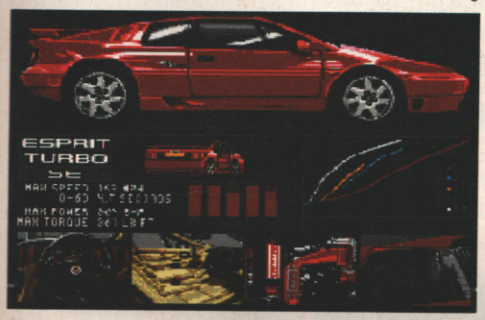
We haven't quite worked out why you have to drive on the right-hand side of the road.

speed of *Lotus I*. So yes, at first glance *Lotus III* does look slick, but after 10 minutes play, slick is exactly what it isn't.

ON COURSE FOR INNOVATION

The course editor is an innovative addition to the *Lotus* package (in fact, it's the crucial one as far as this product is concerned – Gremlin wouldn't sell many copies if this was just a rewrite of *Lotus II* with a few extra tracks) and would seem to make up for some of the flaws in the actual game. That is, until you decide to put this new addition to the test. While it initially appears that the system gives access to an almost infinite number of tracks, it soon becomes apparent that it's impossible truly to tailor a track to your requirements. After all, mucking about with percentages isn't going to enable you to fine tune that bend, or add that steep hill at a certain position.

The course designer doesn't so much give you an opportunity to design your own courses, as have a vague hand in the random creation of a course. I know Gremlin have pointed out that their 'RECS' thing is fast and easy, with the advantage of codes for each track, but what's the point in having a track designer if it doesn't allow you design?



This is the Esprit. It's red. It's fast. (But it's no Crazy Car). The data is sort of interesting but not at all useful.

As far as climatic effects and terrain variety are concerned, *Lotus III* is still top of the class. The graphically gorgeous animations of snow, thunder storm and fog conditions are still there from *Lotus II*, and *Lotus* groupies will recognise other elements such as the desert and motorway – its juggernauts and the chance to play chicken on the opposite carriageway are still there.

"For climatic effects, *Lotus III* is top of the class"

The roadworks section has been improved, but opponents smash through barriers, their speed unaffected, while you lose big chunks of speed if there's so much as one scrape on a 'keep right' sign.

There's no getting away from the gorgeous backgrounds and graphic brilliance, but then who would invest in a *Lotus* for the scenic route to anywhere? Not me that's for sure – speed is the name of my game, judging by the amount of tickets littering my passenger seat. I want thrills, I want a sensation of speed. *Lotus III* fails to give you that. And if you can't go like a bat out of hell on your Amiga, where can you do it? It's no disgrace, but the time of *Lotus* has passed.

● *MATTHEW SQUIRES*

UPPERS The graphics are gorgeous, highlighted by beautifully crafted climate/terrain effects, with plenty of scope and variety in the multi-player facility and track editor.

DOWNERS Gone are the smoothness, speed and excitement of *Lotus I*, and what use is a track editor in a race game with no speed?

THE BOTTOM LINE

Lotus III turned up showing all the potential of a speed animal, but when I put my foot down it felt more like the engine of a Skoda. The track designer makes it worthwhile, but really, *Lotus* has been surpassed by the likes of *Crazy Cars 3*, and no amount of extra features will change that.

74 PERCENT

HER WITH YOU.

The weather effects are definite winners. Night driving in the rain is particularly unnerving.

Twisty turny mountain roads provide some welcome scenic variety. Sadly, though, you can't crash through the barriers and hurtle to oblivion on the jagged rocks below. But – hey! – you can't have everything.

And the snow looks great too. The winter wonderland scenery also affects the handling of the cars, as player one has found to his cost – lagging eight places behind his opponent.

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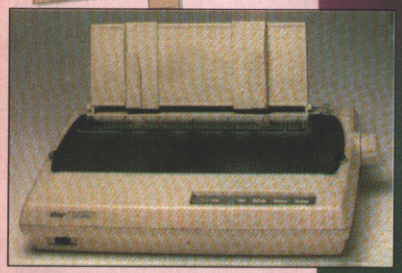

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SHADOW OF THE BEAST

Good news for fans of *Beasts I* and *II* (both of you): *Beast III* is here and it's not that bad, really.

Game: Shadow Of The Beast III
Publisher: Psygnosis
Price: £29.99
Authors: Reflections
Release: Out now

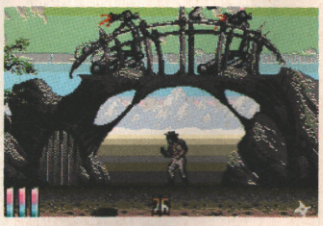
"Could it be they've got a good game this time?"

As the debate over the price of software hots up, especially after Mindscape took the bull by the horns with the £19.99 *D/Generation* and a number of 'premium'-priced titles (you know the ones we mean) proved to be spectacularly unworthy of their inflated tags, it seems like a funny time for a game like this to be going out with a £30 sticker attached to it. I mean, the general consensus of opinion regarding the *Beast* games now seems to be that they were interesting demos of the Amiga's capabilities, but severely lacking on the game front, and the days when the name alone was enough to guarantee thousands of sales at £35 (as with *Beast 2* and its 'free' T-shirt) would appear to be long gone. To see this swaggering out naked of extra promotional goodies, then, is even stranger. Whatever can Psygnosis be thinking of? Could it be, perhaps, that they've just got a really good game this time?

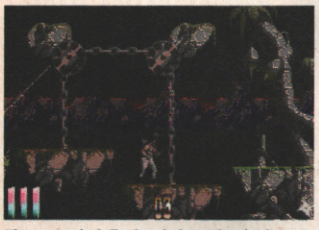
SUDDEN OPTIMISM ALERT!

Sorry, I don't know what came over me there. 'Really good game'? *Shadow Of The Beast*? Shurely shome mishtake? Well, no, not exactly. Y'see, *Shadow Of The Beast III* is – sit down for a moment, kids – a Good Game. There's no getting away from the fact, this is, first and foremost, a Game with a capital 'G'. Oh sure, it still looks pretty, it's still got big impressive music, all that stuff, but this time it all hasn't been used as a substitute. Take a trip with me into the Gameplay Zone and I'll show you what I mean...

Some of you, of course, will be sitting there thinking 'What's the fool wibbling on about? I've never played *Shadow Of The Beast* before, I don't know anything about all this malarkey. Tch.' Logically, then, now would be a good time to rattle out a quick run-down of the two previous games and their illustrious history. But I'm not going to, for the simple reason that it doesn't matter. In a similar way to the



Bridging the gap between graphical excellence and decent gameplay.

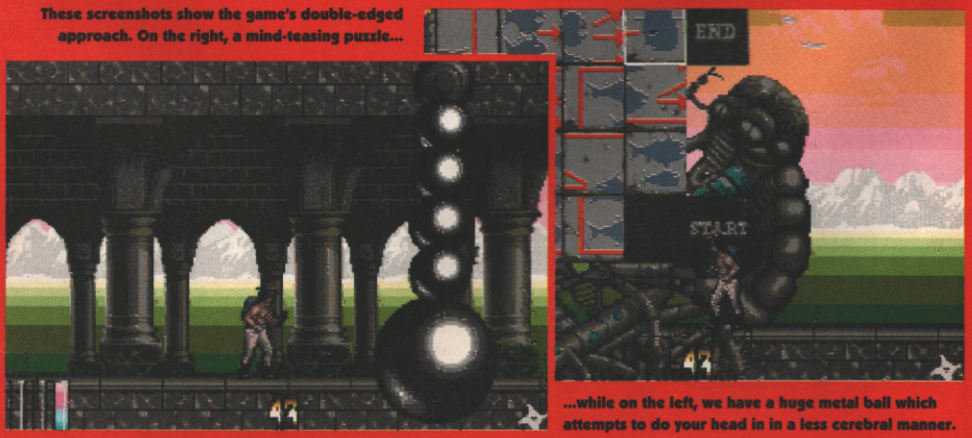


The game is full of weird mechanical contraptions like this. Why? Who knows?

Our hero pauses to pay his respects to the victim of a cruel medical experiment.

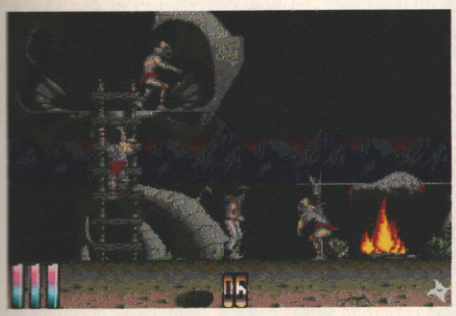
CUDGEL THY BRAINS NO MORE ABOUT IT...

These screenshots show the game's double-edged approach. On the right, a mind-teasing puzzle...



...while on the left, we have a huge metal ball which attempts to do your head in in a less cerebral manner.

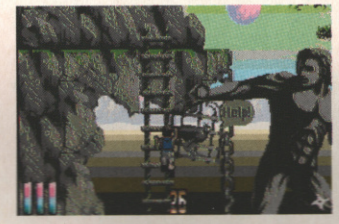
W OF AST III



A gang of skull-headed meanies get miffed as you break up their picnic.

recent *Crazy Cars 3*, *Beast III* is a game which shares nothing with its predecessors except a name and a genre, so drawing any comparisons between this and the rest of the series would be almost completely irrelevant, save to say that it's much better and leave it at that.

What you get in *Beast III* is a game still rooted in puzzle-solving, but of a much more linear and much more arcadey nature than before. You get four main levels to tackle (with a big showdown with Maletoth, Big Cheese Of Badness, at the end), each with an overall objective (the collection of a particular object which will help you in your final battle) and a whole slew of lateral-thinking obstacles to overcome before you get there. Some are stand-alone puzzles, while others are interlinked, in that completion of one part will give you an object or ability that makes some other bit of the level become possible, but most of the time if you simply walk along and solve things as you come across them, you won't have much in the way of doubling back and cross-referencing to worry about. Thrown in on top of all this is a truckload of bad guys for you to massacre and some nasty end-of-level bosses who'll give you an aching joystick hand to worry about on top of your already-protesting brain. Sounds like fun, doesn't it? Well, it is. Basically. But...

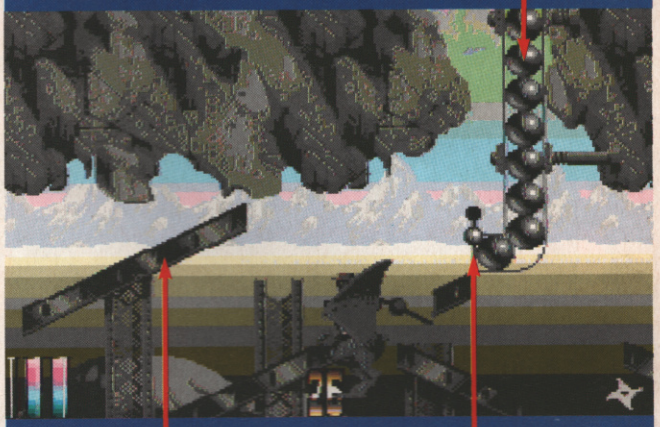


A talking bird. How strange. Could this be an elaborate trap of some sort? (No.)

ROLLIN', ROLLIN', ROLLIN'...

A simple problem from level three, but if you're really slow, get some help from a bird...

Hey, some giant steel marbles! I just bet they'd be really fab for rolling concrete slabs across...



These sloping slabs form a perfect platform to roll big steel ball-bearings down...

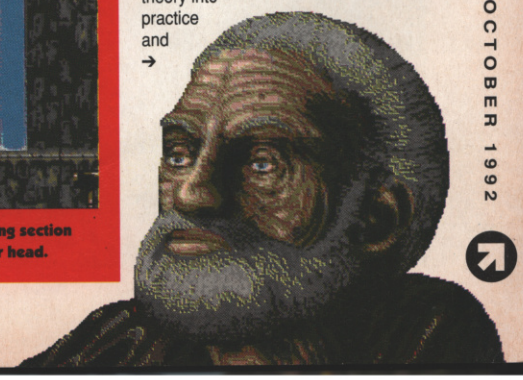
...but you'll have to use the switches if you want them to actually go anywhere useful.

But there's a 'but'. Isn't there always? Isn't life always horrible like that? The 'but' in *Beast III* is a big one, and it's that it's a little one. Where *Beasts 1* and *2* made up for their lack of gameplay quality at least a little bit by being gargantuanly enormous, *Beast III* is a tiddler by comparison. Oops, I said I wasn't going to do any of those, didn't I? Well, forget the other *Beast* games, then. *Beast III* is pretty titchy in its own right. Of the four main levels, each has maybe half-a-dozen main problems to solve, and while they get a good deal more complicated and involved towards the end, they're still not really all that demanding of anyone with a decent grasp of logic. The nastiest aspect of them is that some only allow you one slight mistake before the whole thing's rendered impossible, leaving you no alternative but to get killed and start the level again (although each one does at least have a couple of restart points). As a guide, I'd say that once you've worked out all the solutions, playing right through *Beast III* from beginning to end would take you somewhere in the vicinity of 20 minutes. That's not, by anyone's standards, an awful lot of game, and I reckon that hardened *Beast* fans especially are going to be reaching the end by the time they feel they've really got started. The puzzle nature (the arcade bits aren't really demanding enough to provide any significant challenge by themselves) means that it's not a game you'll play after you've finished it (the joy and reward in a game like this is working out how the hell you do each particular bit, putting your theory into practice and →

"Beast III is pretty titchy in its own right"

Then, below, we have a complex and tricky 'cleaning-out-the-goldfish-bowl' type of scenario...

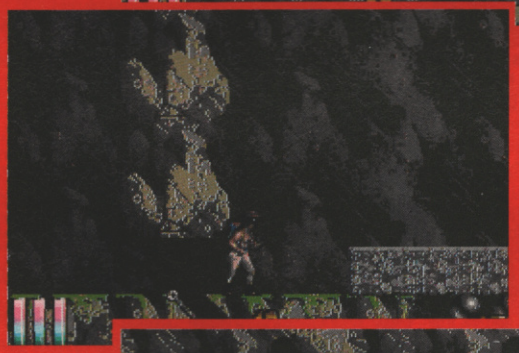
...closely followed by a subtle and intriguing section where a dirty great spiky slab falls on your head.



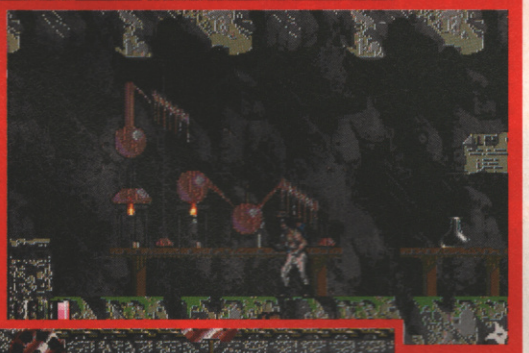
THE NUMBER OF THE BEAST IS, ER... THREE

Here, for atmospheric reasons, we present an otherwise-unconnected sequence of grabs from the deeply lovely third level. First up, that scaffolding in full...

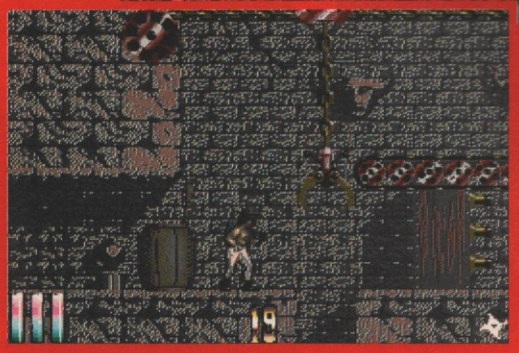
Some of the inhabitants of the world of *Beast III* will happily go about their own business regardless of what you do. But can they help you ?



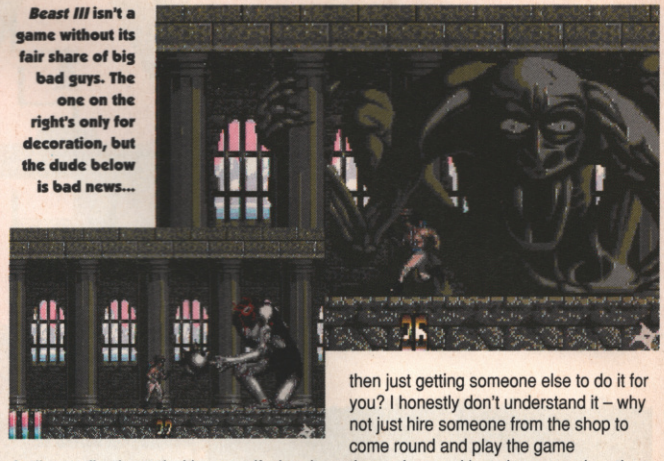
And here's that slab we prepared earlier. We didn't want to give away the game's puzzles, but this one's nasty even when you know how...



Here you are having negotiated most of the tricky bits of level three. Now you're just one step away from completing your task – get the flask!



Of course, to get that far you'll have to work out how the heck you get past this bit. Still, if you know the story of Romulus and Remus you'll be half-way there...



Beast III isn't a game without its fair share of big bad guys. The one on the right's only for decoration, but the dude below is bad news...

feeling really pleased with yourself when it actually works out, and you only get that feeling once from each puzzle), and that means that you're going to be getting, I'd guess, no more than an absolute maximum of two weeks entertainment out of this game.

"Sounds like fun, doesn't it? Well it is"

SELF-CONTROL

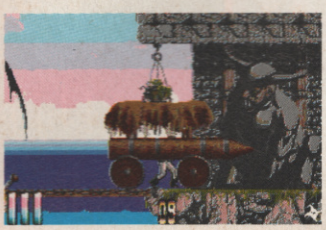
Of course, that's if you've got the willpower to do it all yourself and not just read the playing guides which will undoubtedly appear in every magazine under the sun immediately after the thing comes out. Which is something I'd like to go into for a moment, if you don't mind. I'm a bit confused, y'see. Personally, when I've got a problem, I like to solve it myself. I don't get any kicks out of letting someone else wet-nurse me through it. Do you think, say, Linford Christie would get any sense of achievement if he won the Olympic 100 metres by being towed along on rollerskates behind a car when everybody else was running?

Of course, it's easy to say 'Well yes, but I just keep getting stuck on this one bit and I can't work it out at all, if I just cheat past it, then I'll do the rest myself', but what kind of an attitude's that? (Besides, like any addict, the chances are once you've started cheating, you won't be able to stop again.)

The whole point of a bloody puzzle is that it gets you stuck and you have to stop and work it out. Otherwise they'd call it something else, wouldn't they? We had people calling us up for help on *Monkey Island 2* within a day of it appearing in the shops. Where's the fun in spending between 30 and 40 quid on a game and then just getting someone else to do it for you? I honestly don't understand it – why not just hire someone from the shop to come round and play the game themselves and just show you when they get to the end screen if that's all you're interested in? Will you try something for me, luvvies? Will you try playing this game the real, old-fashioned way? Just this once, don't get someone else to do the interesting, challenging bits for you. Work it out for yourself. You'll have an awful lot more fun this way – you won't feel guilty when you lie to your friends about having finished it on your own and you'll feel a whole lot better at the end when your 30 quid's worth of entertainment finally does run out. Trust me, I'm a professional.

But anyway. That's about all there is to say about *Shadow Of The Beast III*. It looks good, it sounds good, and the gameplay's good, but you'll have to decide for yourself whether it's worth 15 quid a week. Me? I'm not so sure.

● *STUART CAMPBELL*



We're not giving you any clues here – that'd just be ramming the point home...

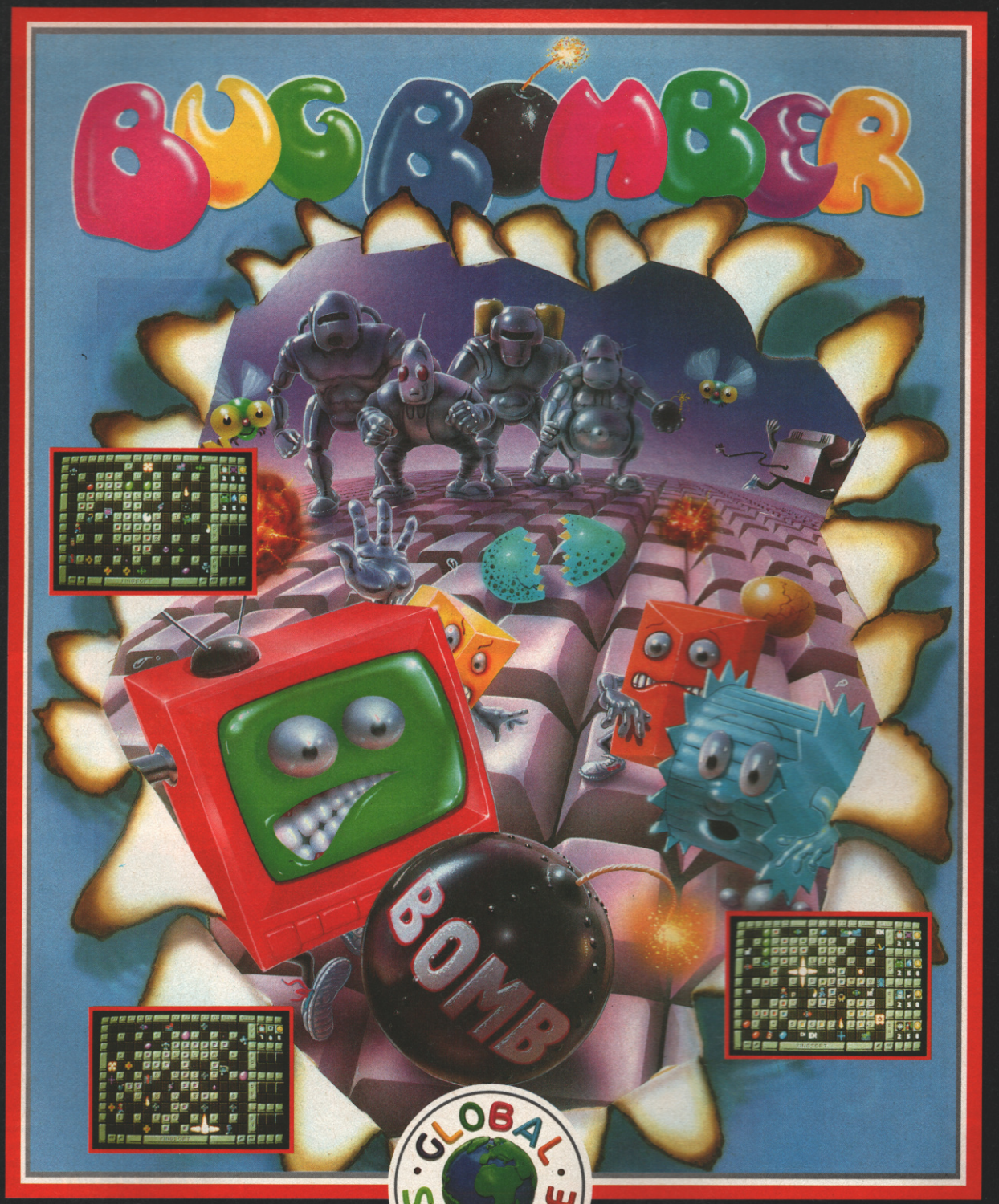
UPPERS The puzzles are real brain-teasers, but there's (nearly) always pure logic at the heart of them. It's a lot more fun than either of the other two *Beast* games, for sure. No crap 'free' Roger Dean T-shirt this time around, either. Hurrah!

DOWNERS Some of the puzzles are one-chance efforts – muck them up and you've got no option but to get killed and start again, and combining that with only three lives, you'll find yourself back at the beginning of the whole thing with frustrating regularity. Despite that, it won't take you more than a couple of weeks at the very outside to finish – there just isn't very much of it.

THE BOTTOM LINE

A really sweet game to play, but at the end of the day I simply don't think you're getting enough for your 30 quid. This is the kind of thing that should have gone out at a fiver less than the 'norm', not a fiver more.

71 PERCENT



1–4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army – Yeah!

GLOBAL SOFTWARE

WHAT THE MAGAZINES SAY...

COMORDORE FORMAT – "a superb game ... it is really the most excellent fun ... the infighting, backstabbing and blowings up between the players are nothing short of excellent ... addictive as a bag of incredibly addictive things! Horray (as we say) – 86%"

AMIGA ACTION – "More agressive than Dynablaster ... a real blast! – 83% – Recommended"

THE ONE – "very playable, insanely addictive ... you'd be hard pushed to find a more enjoyable multi-player game ... 81%"

ZAPP! – "Words can't describe how playable Bug Bomber is ... on a par with the playability are the graphics – small but wonderfully animated sprites charge around the screen in a psycopathic frenzy ... hell of a lot of fun to play – 87%"

Bug Bomber is available on Amiga (£25.99), C64 tape (£10.99), C64 Disk (£15.99) from Global Software, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Berks. SL3 0DX. Telephone: (0753) 686000 Fax: (0753) 680343

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KINGSOFT

THEY'RE SMALL BUT PERFECTLY FORMED

Game: Troddlers
Publisher: Storm
Authors: ATOD Design
Price: £25.99
Release: Out now

"Let's make it clear that this is a brilliant game"

Now, I don't think it's really fair to compare items to earlier masterpieces on the basis of a few superficial similarities. Just think of all those moody young American actors saddled with the label "the next James Dean"; all those gorgeous blonde film starlets doomed to a career of constant Marilyn Monroe comparisons; all those small, mentally unbalanced children constantly compared, despite protestations, to Timmy Mallett. No, it's just not fair.

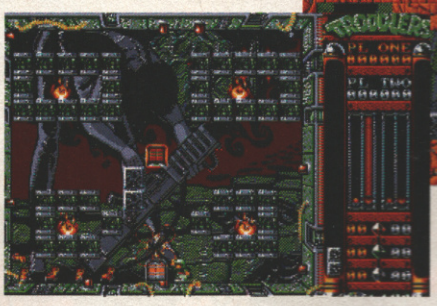
With that in mind, it is my plan to write this review without ever once mentioning by name… er… *that game with the small purple suicidal mammals in it.* This isn't going to be easy, since *Troddlers* owes more than a passing debt to *that puzzley platform game from Psygnosis.* In fact, *Troddlers* can best be described as a cross between *the game I'm not going to mention* and the bygone classic, *Solomon's Key.*

In *Solomon's Key*, the idea was to manoeuvre your way across a variety of single screen levels. You appeared on screen via the 'way in', and had to make your way to (believe it or not) the 'way out', picking up a key en-route. Numerous hazards made this task difficult, as did the fact that most of the platforms were so far apart there was no way you could jump the gap. Fortunately, Solomon was blessed with the useful skill of being able to produce blocks out of mid-air: these could be used as stepping-stones for moving around the screen, barriers to restrict the movement of enemies, and much more.

So far, so similar. Where *Troddlers* deviates from the theme is that in this game it's not your character (Hokus: a giant Troddler, by the looks of it) that has to get to the exit. That mission is reserved for all the little Troddler creatures that pour out into the screen, looking for all the world like they've made the trip over from *Oh no! Yet more mouse-like creatures native to Norway.* The Troddlers stumble aimlessly around in a big pack, walking into walls and falling into liquidisers. They're quite similar to toddlers really, only without the dribble.

Your task is place and destroy blocks to try and ensure the survival of the required number of Troddlers (normally all of them). Sometimes a crowd of enemy Troddlers (zombies that kill on contact) will also make an appearance. Diamonds (a mainstay of *Solomon's Key*) also crop up, and you usually need to collect a specific number of them within the time limit, on top of any Troddler-preserving responsibilities.

One of the reasons that *Troddlers* is



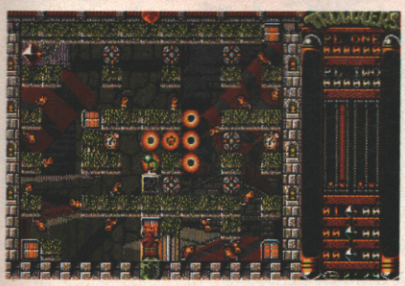
Oh those troddlers, they're just *so* sweet. Look at them there, running upside down on the roof, showing their contempt for the laws of gravity. The laws of fire are a different matter though, especially fire that moves. Yikes!

They're cute and irredeemably stupid, and you have to save them. But they

TRODDL

ON THE OTHER HAND...

Blimey, Adam, are you feeling alright? I mean, *Solomon's Key* was a classic, as was *That Other Game*, but as far as I can see this takes the worst aspects of both of those, not the best. I mean, it's all very clever and everything, but we've seen it all before to the extent that 10 minutes in I was looking around the office for something more interesting to do. It's too convoluted, fiddly, obscure and repetitive by far most of the time, which is why I'd be more inclined to mark it somewhere in the low to mid 60s.
● *STUART CAMPBELL*



As the platforms get more abundant, the games get harder. How can you possibly look after all of these?

such a brilliant game – and before we go on, let's make it clear that this is a brilliant game – is that every feature that could be in it is in it. There's a two-player team mode, a two-player combat mode, a massive variety to the levels (every puzzle is pretty much a game in itself), hazards of every type and kind, a time limit, an energy level, power ups a-plenty... Even the 'block tube' at the side of the screen adds a whole new dimension, as you struggle to place the right sort of block in the right place. Golly!

Despite noticeable similarities to *that game beginning with 'L' that came 11th in the AMIGA POWER Top 100*, this is a totally different ball game. Whilst *elmgmins (anag)* was a mouse-driven game that involved zipping back-and-forth across the screen, setting various different chains into operation, *Troddlers* is a joystick venture where all activity is focused around a single area. Sure, you've got to keep your eye on what's happening in all parts of the screen, but Hokus can only place and destroy blocks on the squares next to her, so wherever she is, that's where things are going to be happening.

This does make *Troddlers* very tricky, since you've not only got to spot a potential danger and work out a solution, you've also got to get your block-wielding hero over there. This often means placing a few blocks to use as platforms. You've only got a limited number, though, so you'll probably need to pick back up the blocks you've used as platforms, to make sure you've got enough to prevent the potential catastrophe you're rushing towards. And you've got to hurry, remember. To put things into perspective, *that Psygnosis game* only started to get tricky around level 20-something. *Troddlers* will have you desperately grappling with the mental gear-stick by level eight or nine.

On paper, the idea behind this game is an excellent one, the sort of "pick 'n' mix gameplay, with every feature possible"-type game that your average 11 year old A500 owner in Redditch might design in the back of an exercise book, during a particularly dull physics lesson. The problem with all these games that are really excellent in theory is that they usually either turn out to be impossible in practice, or else turn into a big jumbled mess during the programming stage. But not here. The ATOD lads done good. Troddle off to your local software store right now, and find out exactly how good they done.
● *ADAM PETERS*

UPPERS The best elements of some of the best styles of gameplay in history, combined – and it works! Three modes, 175 (count 'em) different puzzles, at least one feature from every decent game you've ever played. You want more? Gah, get out of here...

DOWNERS The recession, the crisis in Bosnia, destruction of the rainforests, five more years of Eldorado, it rained yesterday, Michaela Strachan's not on the telly on Sunday mornings any more, er...

THE BOTTOM LINE

Derivative, yeah, but derivative of two of the most original and innovative games in computing history. The two styles combine to create a classic game in its own right. The truth be told, it's actually better than *Lemmings*. (Damn, said it.)

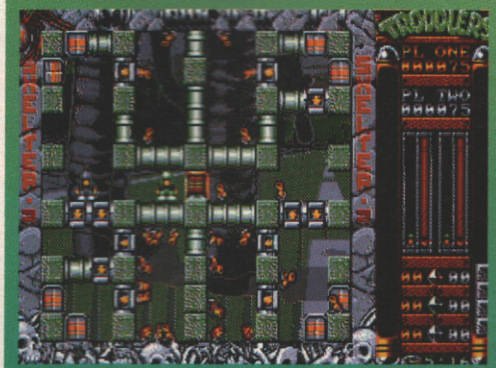
89 PERCENT

HIT THE THREE WAY

Troddlers **is a game of three modes, each of which has its own selection of puzzles. Unless you're ambidextrous enough to control a joystick in each hand, though, you'll need to enlist a chum for the Team and War jobbies...**

SOLO MODE
(100 levels) Pokus is staying in to wash his hair, so it's down to you (as Hokus) to tackle a hundred increasingly difficult puzzles on your lonesome. These vary from simple block-placing exercises to levels where your good, wholesome Troddlers must be steered clear of deadly hazards and evil killer Troddlers from hell. There're diamonds to be found and collected too. Some levels are totally diamond-based (no Troddlers).

TEAM MODE
(50 levels) Two heads are better than one (bet we won't be saying that after a nuclear accident), and teamwork is the better part of valour. Too many cooks save the eggs. Three's company, two's a hi-energy disco band. Er... Look, find a mate and tackle these levels as a team: Hokus and Pokus. It's no easier, though, since there's extra helpings of hazards, and more Troddlers than you'll know what to do with.



WAR MODE
(25 levels) And when you get sick of all that hippy working-together nonsense (let's leave non-competitive sport to the England football squad, eh?), give your pal a good pasting. One player takes control of Hokus and the good Troddlers, the other looks after the smelly, grey zombie Troddlers from hell. Split your time between getting your own guys out of scrapes, and putting your opponent's guys into scrapes. It's manic.

do look a bit familar, don't they?

Those film licence games – doncha love 'em? This is one with a major difference – the original movie was a turkey.

Game: Plan 9 From Outer Space
Publisher: Gremlin
Authors: Gremlin Ireland
Price: £34.99
Release: Out Now
Other details: One Meg required

This game's got a problem. In fact, it's got lots of problems. But there's one problem that's more problematic than the other problems, which aren't so much problems in themselves, but spin-offs from the main problem. Depending on how you look at it, Plan 9 From Outer Space (the film) could be a delightfully disastrous movie – the sort of film you'll watch over and over again because it's so cringingly bad. Alternatively, it's an abominable heap of celluloid that should be avoided at all costs, despite its supposed novelty value. Personally, I subscribe to the latter view – it's an absolutely god-awful film and not worth the video-tape it's supplied on.

Whatever you think, Plan 9 is a terrible film, and here comes the game's problem. If the *Plan 9* game is bad, is it because it's a faithful recreation of the film's supposedly brilliant ineptitude, or is it bad because, er, it's simply a bad game. It's not a particularly hard philosophical nut to crack, but it's worth taking a look at the evidence before the prisoner is taken out and hanged.

Taking *Plan 9* at the most superficial level, you'd expect it to be an adventure of some substance. The game's presentation is okay, there's a reasonably slick interface and a clear inventory list, but the action is squeezed into a window that barely covers a third of the screen. Moving from one location to another is a simple matter of clicking on a door, or on the side of the window. Don't expect anything as sophisticated as scrolling scenery or multi-screen locations, the *Plan 9* world is entirely made up of disjointed single screens. To start with it's very disorientating – you enter a hallway, click to go through the door at the opposite end of the corridor and you end up back where you started. It's crazy.

"But wait a minute," I hear thousands of Plan 9 film aficionados cry, "that's because the directing in the film was so bad, there was no continuity and you couldn't tell whether the characters were coming or going."

No it's not. It's because it's a bad game. The disparate locations don't gel together to create a cohesive or believable game world, and while such vagaries be lauded in the worst film of all time, it's not okay when you have to pay £30 for the disappointment of experiencing it.

"The action barely covers a third of the screen"

Moving swiftly on to the plot. Just as the locations have no connection, the plot has no logical thread to hold it together. Inane conversations and a haphazard jumble of objects are all that you need to progress rapidly through the dismally dull adventure.

You start at Cheapflik Studios, and a quick wander

Travel to exotic locations, such as this beach in Rio de Janeiro. Can't you tell it's Rio? No, nor could I. Could be anywhere

A seedy bar in the downtown area of *Plan 9*. Not much going on here at all really, just have a chat with the ugly bald chap (who looks just like the movie producer) and you'll find pretty much all you need to know.

This is Tor Johnson, the guy to blame for the whole debacle. He's the producer who wants you to recover the six missing reels. The menu, messages and inventory take up the bottom of the screen so that the graphics are squeezed into a tiny window.

round the bar and diner reveals a few other locations to visit. Trot off to the graveyard, examine Bela Lugosi's body and you'll find his house key. Skank over to Bela's Gothic mansion – so big that inside there are only three rooms, one of which is the hallway – and you find a credit card behind a moose-head trophy. Yeah, right. A really sensible place to hide it.

A flyer on the table gives the address of the local shopping mall. Wander over there and you can buy a scary mask and a spade. Examine the mask and there's a small key. Go up to the bank, give the key to the clerk and you're shown a safe-deposit box. Inside you find the first reel of film. Back up to the graveyard, dig up a grave and – hey presto! – there's the second reel.

You're only going through the motions of playing an adventure game, you haven't even started thinking about what you're doing, and you're already a third of the way through. To make matters worse, all this only takes an hour.

"The music sounds like a moose with a bad case of wind"

Back to the Plan 9 film fans. "But the film's plot was awful so the game's got to have a terrible plot." A terrible plot would be bearable. But a mishmash of objects and conversations, cobbled together in an indiscriminate fashion, just isn't good enough when it comes to a full-priced adventure game. If you've experienced the beautifully crafted stories of *Lure of the Temptress* and *Monkey Island 2*, you'll despair at *Plan 9*.

And then there's the music and sound effects. Don't hold your breath, expecting Dolby Stereo Surround Sound and other such cinematic delights. The game's music sounds like the aforementioned moose with a bad case of wind, and the dismal sound effects only occasionally punctuate this flabby flatulence. "But they weren't any good in the film, so it's great that the sound effects and music are appropriately awful in the game." This 'brilliant badness' argument's wearing a bit thin now isn't it? The music is terrible and the sound effects are pretty awful as well. That's it. No arguments. No excuses. No justifications.

And that's *Plan 9 From Outer Space* all round. Awful film, slightly improved, but still pretty pathetic, game. Connoisseurs of all things terrible will love it. They'll revel in its dismal plot, the dodgy bits of film footage, and the sad graphics and sound effects. (And they're welcome to it.) The rest of us, on the other hand, will have plenty of better things to spend thirty five of our hard-earned quid on.

● *RICHARD LONGHURST*

A weird shop, selling all sorts of ghoulish artifacts. What would you expect to find in a scary mask? That's right, the key to a safe-deposit box. Can it get any worse? Sadly, yes.

There's that Tor Johnson chap again (ho,ho) – this time as a hick store owner. Buy some stuff, why doncha?

'Discover a wealth of movie memorabilia,' it says. Like James Dean's grave, which, incidentally, you can dig up.

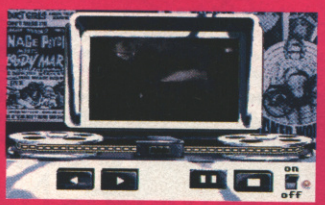
Oh, good lord, it's Tor Johnson again (what a clever running gag that really is). It's a prison. There are some prisoners. Tosh.

This is the scary house on Main Street. Look at the detail. Look at those lovely objects. And you can only use one of them. Fab-o.

THERE'S NO SUCH THING AS A FREE PLAN 9 VIDEO

Amiga games from Gremlin normally retail for around £25.99 (*Harlequin*, *Lotus II*, *Space Crusade*), with *Utopia* coming in at £29.99. So when you're asked to pay £34.99 for *Plan 9*, you begin to wonder whether the 'free' Plan 9 video isn't as 'free' as it might have been. In the game you have to find and splice together six short sequences from the film, but when they're shown, the frame rate is appallingly slow and you'd be forgiven for thinking you were watching a slide show. And there aren't even any sound effects (or anything else for that matter) to spice it up. You've been forced to buy the wretched video anyway, so why do you need to watch the dreadful digitised clips on your Amiga?

Here we see a dramatic moment as Vampira lurches towards a terrified Inspector Morse-type character. Distinct shades of Carry On Screaming.



The earnest inspector discusses the dastardly goings-on with a colleague. Singularly uninspiring stuff, particularly because there's no speech.

Loads of people pile out of a gloomy crypt. You don't know why, you don't care why. It's silent, it's jerky, it's dull, it's *Plan 9 From Outer Space*.

UPPERS Reasonably entertaining idea for a game. The film footage is a pretty good idea too.

DOWNERS Then again the video's included so what's the point of looking at a series of stilted stills on your Amiga? And it's too short, the plot's awful, the gameplay's disjointed and simplistic, the conversations are insultingly trite, the music and sound effects are abysmal. Need I go on?

THE BOTTOM LINE
If you're walking down the road one day, and you happen to see *Plan 9* lying fatally wounded in the street, do yourself a favour – cross to the other side.

36 PERCENT

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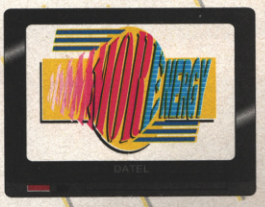

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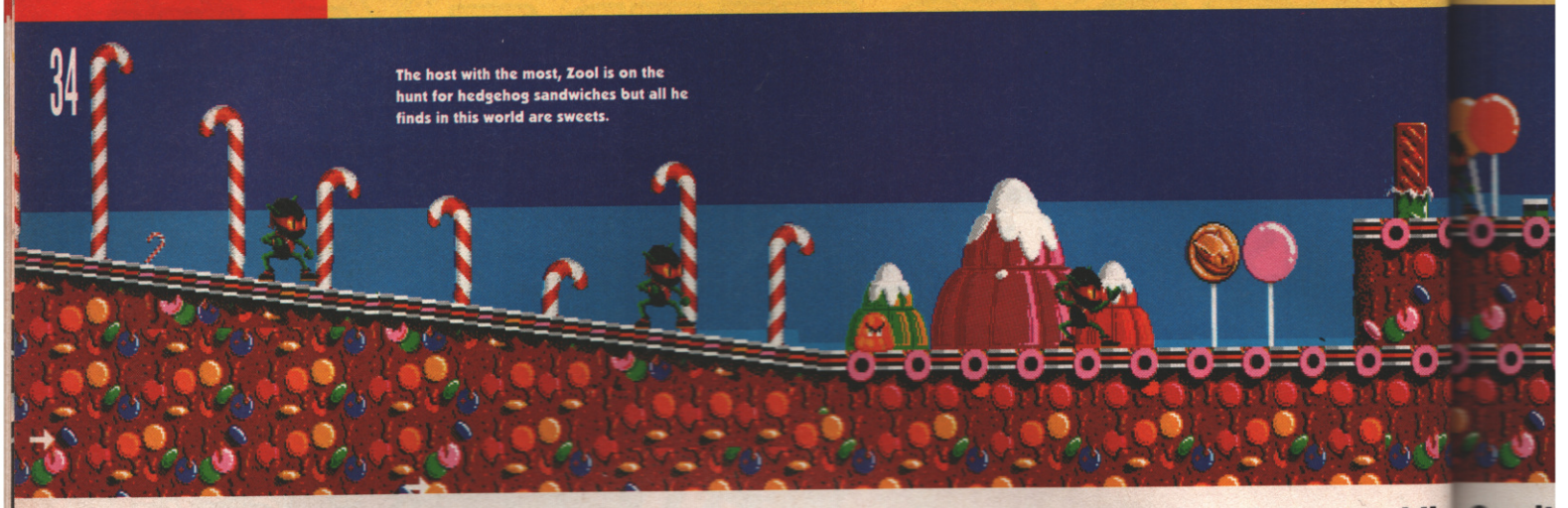


The host with the most, Zool is on the hunt for hedgehog sandwiches but all he finds in this world are sweets.

Gremlin finally unleash their hedgehog-challenging ninja ant on a platform-hungry public Can it

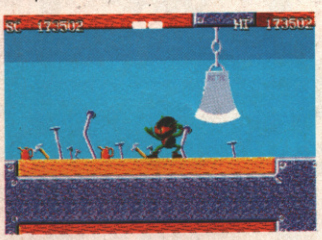
ZOOL

Game: Zool - The Ninja Of The Nth Dimension
Publisher: Gremlin
Price: £25.99
Authors: George Allen, Ade Carless
Release: Out now

For the last few months those nauseating little console owners have been raving about how good their machines are compared to the likes of the Amiga. You know the sort. They're all the same. Talk about games and all they can say is '*Sonic* is this fast,' or 'I can do this on *Mario*'. These sad types who're obviously in need of a holiday in Yugoslavia can brag no more. The age of the hedgehog is over, the age of the ninja ant is here.

'A what?' I hear you ask. Yep, a ninja ant. What do you mean, 'That's ridiculous'? If Ninja Turtles can make a killing, the rest of the animal kingdom were bound to try to elbow in on the action. This is one ninja, though, who's taking second place to no-one, especially a smug blue spiky thing and a fat old Italian plumber. Those of you who think that Gremlin can only produce great racing games are in for a shock, 'cos *Zool* is a platform blaster that makes others pale into insignificance.

So what does our friendly neighbourhood ant have to do? Well, Zool has been charged with the task of travelling through seven worlds collecting items and killing bad guys (wow that's original), just the same old sort of stuff that's all in a day's work for a super hero. In *Zool* you have to run, jump and er, oh yeah, shoot. What do you mean you want to know more? Isn't that enough for you? Alright, alright. Just because I'm a nice guy (and this has absolutely nothing to do with the fact that I have the rest of these pages to fill), I'll tell you all about it.



Zool's for the chop, if he doesn't move soon he'll be axed. ***(As will you – Ed.)***

"This is one ninja who's taking second place to no-one"

LOOK MUM, NO FILLINGS

Zool, the magnificANT, *(You're fired – Ed.)* is facing a tough challenge. His first trial is the Sweet World where the sweets fight back. Wild liquorice pokers and chocolate spiky Harolds are on the rampage. As if that wasn't enough there are sweets lying all over the place, and being the sweet

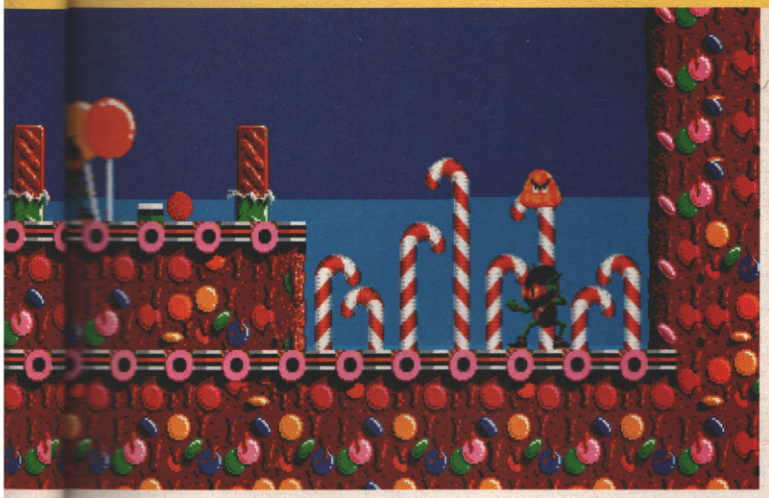
THE ZOOLS ARE ALIVE WITH THE SOUND OF MUSIC...

This is the magnificANT Zool, not only is he a ninja ant but he plays a mean piano as well. Try it out when you find a keyboard. Tougher than the Turtles, speedier than Sonic, mightier than Mario, Zool is the new breed of super hero.

Only 16% completed, not time to get complacANT with this much still to do. There's no point just racing through a level because if you don't get 100% you'll just have to find your way back to finish up.

I don't want to string you along but these guitars take you closer to your target. So stick your neck out and get ahead. Bridge that gap and get in tune. ***(One more guitar line and you're out –Ed.)*** **That struck a chord** ***(That's it, you really are fired now – Ed.)***

Hit the high notes and you'll go far. It's the only way to get those out of reach targets so take note. I always did get carried away by music.



ZOOL'S TOO COOL TO FOOL, HE MAKES SONIC LOOK COMIC. HE'S HERE TO STAY AND NO FAT ITALIAN PLUMBER WILL DRIVE HIM AWAY.

ublic Can it beat the consoles at their own game?

Zool could lose his bearings with the challenge of this level.

toothed ant that you are, you want them all, and you want them now. Indeed, you NEED them now, because if you don't collect a set number of sweets (or other artifacts, depending on which worlds you're in – on the music level you have to pick up records and musical instruments, on the tool level you have to get nails and screws, and so on and so forth), you won't be allowed through the level's exit, no matter how many meanies you've murdered.

"A pretty impressive set of options"

presentation, *Zool* lets you choose one of three difficulty levels, one of two speed settings, the number of continues you want (up to a maximum of five), and even whether you want inertia on your character or not.

The seven levels are divided into three stages but luckily at the start they are pretty linear, ie in a straight line. On later levels things really get complicated and you have to go all over the place looking for your goals. For an example, check out Music World. It's the prime example of how a level should be. None of this straight-line-run-to-the-right nonsense, it's up, down and all around before you know what's happening. This is the stuff good games are made of.

All the levels look very cutesy. In fact *Zool* owes more than a passing nod to both *Robocod* and (especially) *Harlequin*, but don't take that to mean it's a rip off. The superlative graphics, breathtaking speed and awesome playability take this head and shoulders above the rest. The graphics →

CONSOLE-ATION PRIZE

Speed is the name of the game in *Zool*. The ant is fast-moving even on normal mode and, if you want a real laugh, just try him on fast mode. Yeah right, very funny. In fact, the choice of speeds is just one of a pretty impressive set of options you get at the start of the game. Following *Apidya*'s lead in taking a console-like approach to

Zool does his impersonation of Jack Lemmon *(Are you still here? – Ed.)* to zap these lethal carrots.

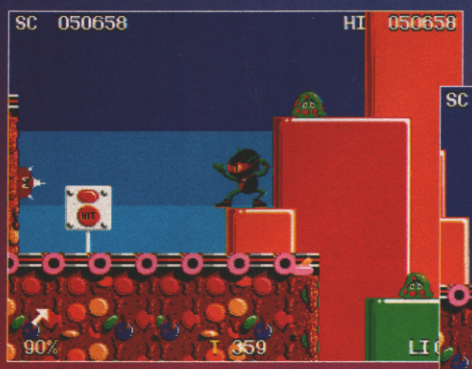
You'll have to be quack on the draw, or something like that. Anyway, this ninja ant has to call on some friends from the rest of the animal kingdom from time to time.

I never used to get anything like these tanks in my Meccano set. All my 'creations' used to end up looking like the mess on the right.

Only five percent of the level completed and Zool stops to learn his alphabet. If he doesn't get a move on he'll be in the soup.

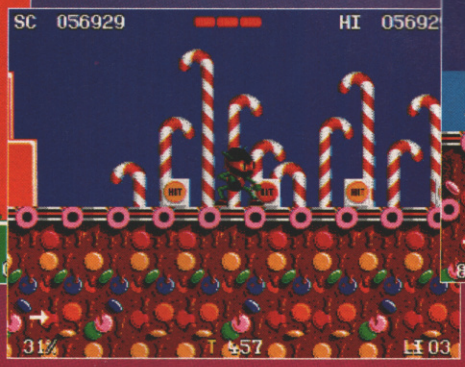
One false move and we drop this giant panda on your head.

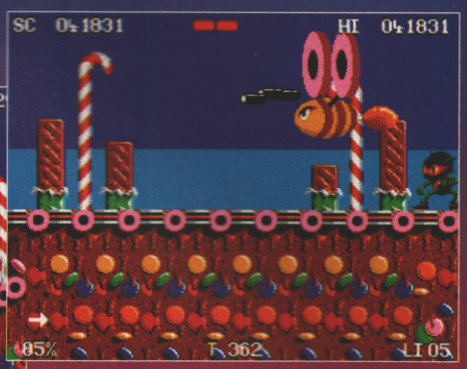
Still going strong, Zool comes face to face with a mutant goldfish. In this case loads of points and, more importantly, a step nearer the end.



It may be a cunning ploy but maybe I should hit the button that says HIT on it. Hah, we're way too smart for these games.

Here's a great puzzle that we figured out for ourselves and didn't have to resort to looking up the solution at all. Not us guv, no. Well actually...





Ah the well known liqourice allsort firing bumble bee. Get behind him and duck. When he goes by let him have it in the allsorts.

SWEETS FOR MY SWEET, ROTTEN TEETH FOR MY DENTIST, FILLINGS AND CAVITIES ON THE WAY.

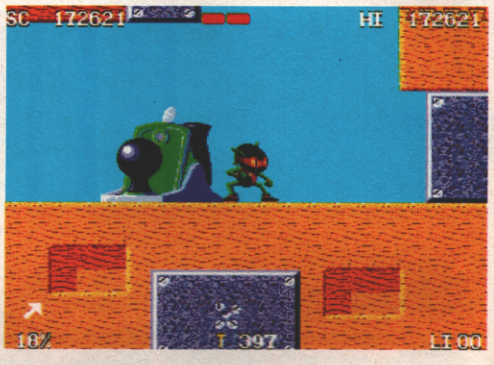
are detailed enough to look interesting and hold your attention but not so detailed that the game speed suffers. The anti-ant adversaries range from the 'oh look, what a cute blob' to 'Oh my god, what the *$## is that?' Simple but devastatingly effective, *Zool* looks as good as any arcade platform game (and that's exactly what it is, with none of *Harlequin*'s more adventure-like elements) you can think of.

TOUGHER THAN THE REST

Platform games often suffer from being five minute wonders. (How many people have shelled out hard cash for games only to either get bored with them or complete them in five minutes flat? Too many, that's for sure.) I'm more than happy to say that *Zool* is an exception to this rule. With a total of 21 stages to complete, you've really got your work cut out, and the stages aren't short either. Some might feel, in fact, that it's too tough. But with up to five continues and restart points to find in all the levels it will prove a challenge, but not an unassailable one. As if the length of the stages wasn't bad enough there's a monster guardian waiting for your undivided attention at the end of each level and these guys haven't spent any time in charm school. To top it all there are some pretty cunning secret rooms lying around. Some you will probably find by pure luck (I know I did) while others need some thought, like playing the right tune on a piano keyboard or jumping on blocks in a certain order (here's one place where you really see that *Harlequin* influence). Others are a bit more obvious. Why else would a big golden question mark be floating in mid air? An omen perhaps?

"Graphics guaranteed to raise a smile"

Zool is starting to feel a bit fruity at the thought of picking up that ant magic hidden in the Z icon. On the right it's plane to see Zool is in Tool World.



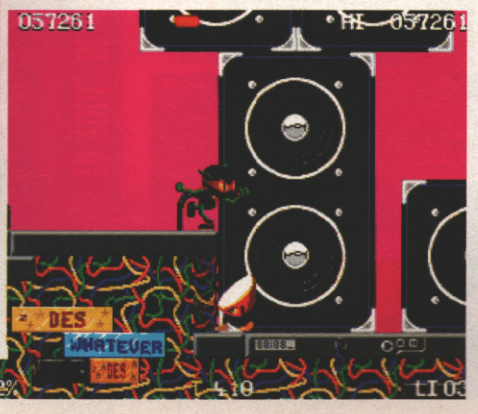
As you would expect from a game as frantic as this, the sound effects aren't exactly laid-back and relaxed. You get four choices of music,but you can, of course, elect to play with no music at all to get the full effect of those lovely sound effects.

It won't win many prizes for originality, so what is it about *Zool* that makes it so damn good? Well with graphics guaranteed to raise a smile and gameplay so addictive you'll get withdrawal symptoms when you stop, it can't fail to be a hit. It's not just one of those run and jump games (although there's a lot of that in there, obviously), you have to clamber up walls, slide down slopes and generally do a little bit more than you would expect from a platform game. It's fast, tough and kicks the ass of certain games featuring certain characters I could mention. Fans of *Harlequin* will freak over this, and if you aren't a fan of that game then try it anyway, you'll be very pleasantly surprised.

● *LES ELLIS*

In this seedy level all hell breaks loose as Zool now has to travel all over the place and not just in a straight line.

Now that's what I call a personal stereo. Check out the weirdos who can only be killed from behind or on top.



UPPERS Stunning speed for a platform game and oh so cute graphics. Enjoyable and tough to complete (I still haven't). It proves to be frustratingly addictive. A word of warning, don't start playing this in the evening, you'll still be at it in the early hours of the next day.

DOWNERS May be aimed at a slightly younger player but us oldies won't object to that too much. Some of the levels may prove too tough and put people off, but keep at it, you wimps.

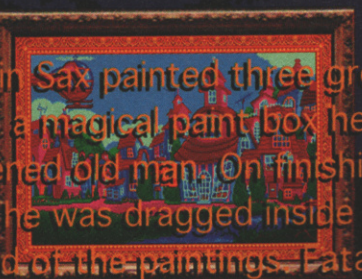
THE BOTTOM LINE

Rightly heralded as a *Sonic*-beater, *Zool* is a gamesplaying experience that you shouldn't miss out on. This is the yardstick against which other games of this genre will be measured.

90 PERCENT

ICE

dwin Sax painted three great masterpieces
th a magical paint box he aquired from a
zened old man. On finishing the last
ne he was dragged inside the bizarre
orld of the paintings. Fatal Strokes
the story of his escape.



EDWIN BUYS THE MAGICAL PAINTS, UNAWARE OF THE HAVOC THEY WILL CAUSE

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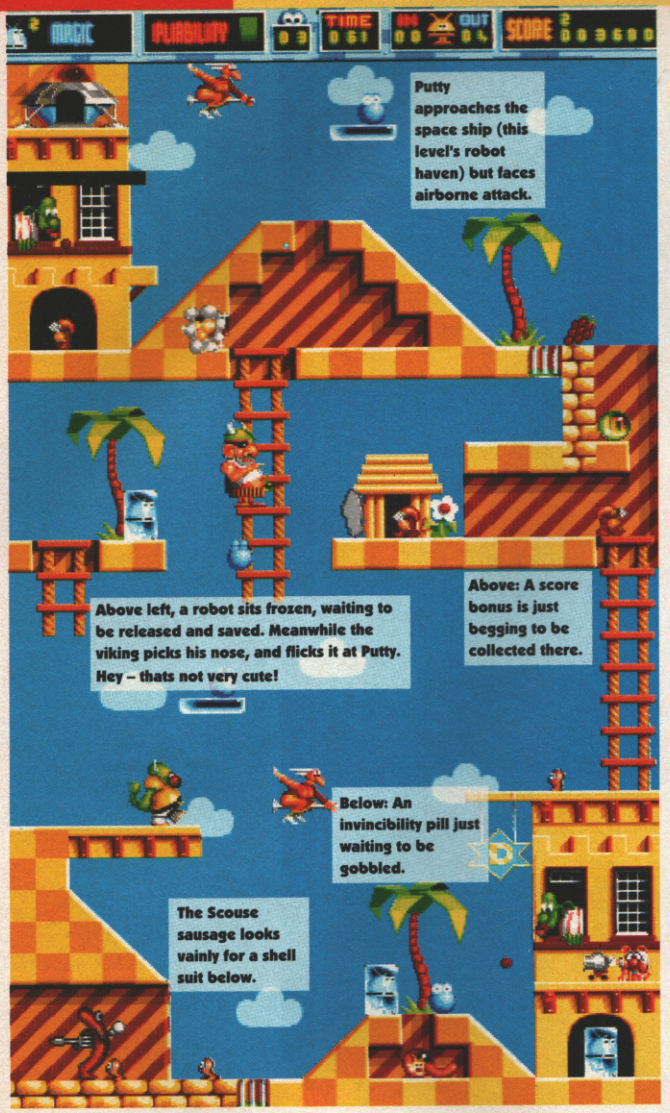


PUT

Don't be soft! If you're looking for a new platformer with a touch of strategy, a dab of cuteness, and a lot of bounce, then Syst

Game: Putty
Publisher: System 3
Authors: Dan Phillips (code), Phill Thornton (design, graphics and fx), Robin Levy and Jo Walker (additional graphics), Dave Collins, John Kemp, Rob Stevens (additional code), Richard Joseph (music)
Price: £25.99
Release: Out now

Putty, eh? It's the sort of word which conjures up images – images of something soft, tacky, sticky, amorphous, pliable, bendable, ductile, flexible, limber, lithe, malleable, plastic, supple, cushiony, doughy, elastic, gelatinous, pulpy, quaggy, spongy, squashy, squishy, bendable, elastic, flexible, mouldable, and kind of putty-like, I'd say. (Wow, that old Thesaurus trick always comes in handy.)

So, *Putty*, eh? Notice the lack of 'silly' there. *Putty* is no longer a licensed product, and so the blue lump at the centre of the game's antics is now just a regular piece of putty, an average Joe. But – hey! – he's still pretty silly.

A quick history lesson is in order, I guess. *Putty* started life nearly two years ago now, destined for release on cartridge for the Amiga. Since then, the whole concept of Amiga cartridges has fallen through, the Silly Putty tie-in has disappeared, and the game has – gasp! – been completed. It's a bit of a relief after all this that *Putty* fulfils its potential and promise (and a lot more besides) instead of drowning in a quagmire of troubled history and overlong development time.

BOUNCING BACK TO YOU

The plot is typically forgettable, all to do with Dazzledaze the cat, a tower stretching from Planet Earth up to Putty Moon, and a whole load of robots who're in need of rescuing (thus enabling the completion of the tower and so the levels to play through). The basic gist then is that Putty's journey back to Putty Moon involves travelling through six different distinct graphic environments, each with three stages. Each of those is a vertically scrolling level four screens high.

Then... on each of these levels there's an space ship or elevator of some description – the safe haven for the robots. Dotted around the levels platforms are the robots who need capturing, taking to the safe haven, then releasing. On the early levels the robots are frozen in blocks of ice, but as Putty gets closer to Putty Moon the temperature rises and the robots are free-roaming. By this time it's a regular occurrence to hear a scream, then see a robot tumble to its death. The robots aren't very good with ledges you see.

Luckily, robots are regenerated pretty quickly, and each level usually only needs between three and five robots saving to complete it, so none of this presents too much of a problem.

Time and 'pliability' (effectively your energy level) do, however. Each level has its own time limits, though extra time is gained by getting a robot to safety.

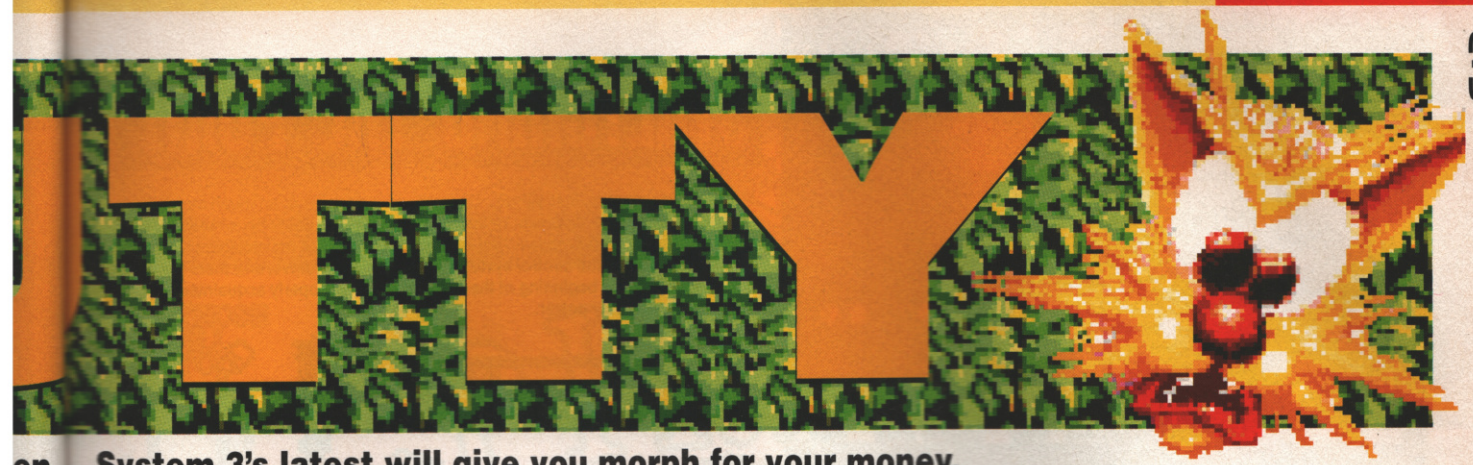
The main problems are presented by the varied nasties who roam the levels. These are all unique to the six playing areas, and just like the robots they will regenerate after a time if killed. Yep, that's right, Putty can kill the bad guys – and in a number of distinctly putty-ish ways. Offensive move number one is the good old bounce. It won't work on all bad guys, but many of the smaller adversaries are easy prey for a bit of squishing. Attack number two is the putty punch. Here a little fist 'morphs' out from Putty's amorphous body, smacking the enemy in the chops. Again it doesn't work on all baddies, but it'll usually get an interesting response.

Some of the bigger baddies who can't be beaten with fists will actually shout back – the scouse sausage for instance cries 'Come on then, I'll have you now, eh?' in an authentic Brookside manner. Attack number three is absorption. This simply involves flattening Putty onto the floor (he's invincible in this position), and if the bad guy is

Another white rabbit is about to bite the dust. Here we see the poor thing about to be digested by a yucky orange creature.

And there it goes! The last of the rabbit is about to be dissolved in a whirling pool of stomach acid. Luvverly stuff.

PUTTY



System 3's latest will give you morph for your money.

MAD, BAD AND DANGEROUS TO PUTTY

The hen hatches little baby birds at you and constantly clucks away.

This dirty bird, on the other hand, actually flies around dropping eggs.

Big baddies are usually hard to kill. Special items are usually needed.

The fat ninja is a pain. Maybe he'd be more successful at sumo.

The deadly vampire isn't very vampish, but he is pretty deadly.

Even space cadets are out to thwart Putty's mission. Punch the beggars.

The mushrooms are far from magic. Try bouncing on their heads.

Terminator Carrot and his UZI 9cm. His recoil is his downfall.

absorbable, then he'll get sucked into Putty (whose pliability will increase). If Putty manages to collect a hidden set of teeth, then even the larger bad guys can be dealt with like this.

But wait, there's more. Putty can also burst himself (in glorious technicolour). It uses up 25% of Putty's pliability, but inflating him to bursting point acts as a smart bomb. It really comes into its own on the particularly hectic later levels (the early ones are busy enough, believe me). And... Putty can also transform himself into the form of some of the bad guys. The little pip-shooting clockwork oranges for instance (yeah, I know) can be absorbed, giving Putty the chance to become a blue orange (if you know what I mean) and give the bad guys a taste of their own medicine. There's even a malevolent black hole on the higher levels which can be absorbed and used as a blue hole.

And so the list of little features continues, and I haven't even mentioned the shockapillars or the evil white rabbits yet, never mind the astonishing number of moves which Putty can perform. Check out the tasty piccies dotted around the place for a more visual idea of what I mean.

GIVING IT SOME STICK

Hidden in various bits of the game are bonus objects. These range from the teeth which I mentioned earlier, to simple point bonuses and extra time clocks, to invincibility, and dustbins (which enable Putty to carry several robots at once), and instant elevators. Best of all though is the Uncle Ted bonus. Collecting this introduces Uncle Ted and his wonderful organ (obviously a cousin to Viz's Captain Morgan) for a minute or so. Once on screen Ted pounds away at the ivories, playing to his heart's content, sending all the nasties into a bout of involuntary dancing. They're rooted to the spot tapping their feet while Putty can make a hassle-free bid to rescue the robots. It's little elements like this in the game which elevate it to the level of near genius.

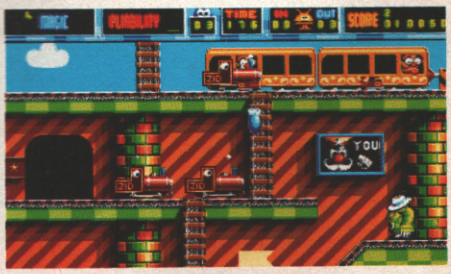
"It's almost impossible to resist its charm"

And did I mention just how funny this game was? The first thing anybody does when they see and hear it for the first time is to chuckle long and hard. There are just so many neat audio →

The first level of Putty is a neat training screen. Arrows and messages indicate what route to take, and what to do.

Way-hey – it's the utterly groovy Uncle Ted! Get on down to his funky renditions. Everybody should have an Uncle Ted.

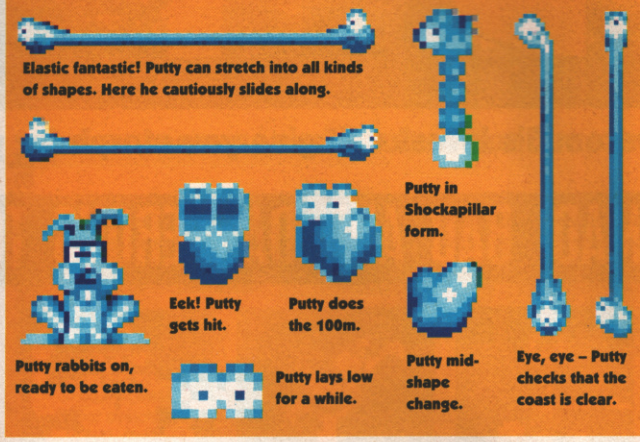
As a brief respite from the platform action, this screen shows the robots having a refreshing cuppa.



Chuff, chuff! It's the train set on one of the toy levels. Watch out for the gunman, his bullet's got Putty's name on it.

STRETCHING THE POINT

Flexible and versatile, that's Putty. Of course he's capable of so much more than we've shown here, simply by taking on the guise of some his enemies, but we've only got so much space. And don't worry if all these movements look a touch complicated, the control system is pretty damn intuitive, and there's even a trainer level at the beginning of the game to get you properly acquainted with Putty's extraordinary power.



and visual gags packed in there, it's almost impossible to resist the charm.

Mega lo Mania really set some amazing standards for interactive samples in Amiga games, and disappointingly only a handful of games have followed its example. *Putty* manages to equal if not outdo Sensible's effort, with countless bits of speech, slapstick sounds and cool fx.

Listening to *Putty*, you could almost be hearing the soundtrack to a Warner Bros cartoon. And, despite the compactness of the graphics, they too contain a real cartoon element. Animation and expression are the keys – there's just so much detail in there, with even the most insignificant bad guy possessing smooth characterful animation (and excellent sound to match) .

As we mentioned in True Stories last month, System 3 have declared that they want the Putty character to become a mascot for Amiga owners, just as the much-hyped Sonic and Mario are the pride of Sega and Nintendo types.

Commodore seem to agree to an extent, placing *Putty* in their new A600 bundle pack (see this month's True Stories). Somehow I don't think this'll work – the character just isn't strong enough as a static image – let's be honest, a blue blob with eyes doesn't initially look that exciting. But that isn't any reflection on the game. On screen *Putty* excels, the wealth of movements and expressions (all conveyed with the eyes) outdoing any other game character on the block. Without the endearing Putty character, the game just wouldn't be worthy of this amount of praise, and it'd be a bit stuck for a name too. But *Putty* it's got, and *Putty* it is. And most extraordinary it is too.

"When you first see it you'll chuckle long and hard"

PUTTY IN YOUR HANDS

Y'know, in a recent survey, eight out of ten magazine journalists (who work on AMIGA POWER), who expressed a preference came up with the word 'window' as the most obvious association for 'putty'. That's that sketch knackered then.

Instead, I'll close this enthusiastic review with the following simple question: What the hell are you waiting for?

● *MARK RAMSHAW*

UPPERS The putty character, the enemies, the control system, the shape-changing abilities, the fantastic sampled sound, the originality and enthusiasm behind the whole thing, the colour-filled levels – just where do I start? There are so many hidden features and subtle touches in this game, all guaranteed to bring a smile to your face.

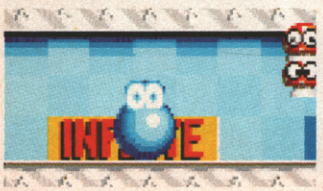
DOWNERS Loading between every level is a bit of a pain, and the way that Putty disappears off the top of the screen when he jumps is slightly messy. More levels would have been nice (but that's 'cos I'm greedy, and a data disk is promised for next year anyway).

THE BOTTOM LINE

One of the Amiga's most original and finest moments yet. System 3 have really pulled out all the stops with this one. The character is wonderful, the levels are superbly designed, and the abundant weird touches are matched only by the mighty *Wizkid*. You know the score, or if you don't by now it's...

90 PERCENT

Under pressure? Then why not release a little. From this cute little blob...



...Putty can inflate himself – pumping himself just a little bit bigger...

...and then he inflates himself just a little bit longer. Boy, he sure looks mean.

Then almost without warning, Putty's eyes widen, his pupils dilate, and...

Splat! – Putty self destructs. Still, it kills all the baddies on the screen.

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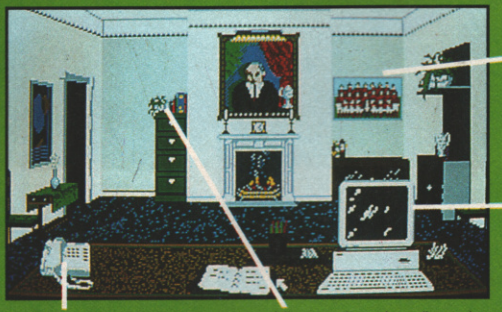

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THE ULTIMATE AUTUMN PREVIEW

THE POWER GUIDE TO THE AUTUMN/WINTER AMIGA COLLECTION

What a wonderful collection we have for you – nigh on 100 titles due to appear before the end of this year, each one broken down into easily digestible chunks. A quick perusal will reveal that arcade conversions are OUT . Original wares and licences of films and alternative bents are most definitely IN. Role Playing is IN. Simulations are IN, especially those fish-tank *Lemmings*-cum-*Populous* ones and the flight 'n' fight jobs. Football is STILL IN. But enough. If you want to find out more, then you're just going to have to read it yourself. Let the guide begin...

ALIEN 3

Publisher: Acclaim
Authors: Probe Software
ETA: November

Briefly: A close-cropped Ripley goes Alien-blasting a third and final time. This is the first time the acid-blooded beasts have appeared on the Amiga, and it's no surprise to find that the action's a blend of platforms and ladders and shooting.
On The Upside: The film's no great shakes, but, that said, it shouldn't affect the playability of the Amiga version. Ripley has no worthwhile weaponry in the film, but Probe have been allowed to implement plenty of wholesome hardware.
On The Downside: A tense atmosphere is of paramount importance, and that's not something which has been done effectively on any computer system. Yet.
What're Its Chances: Br-alien-t. It doesn't really matter how playable Probe's handiwork turns out – it looks the part and the Alien name is one of the strongest seen this year. It will sell lots.

The biomech monster returns to the small screen one last time.

THE ADDAMS FAMILY II: PUGGSLY'S SCAVENGER HUNT

Publisher: Ocean
Authors: James Higgins (code), Warren Lancashire (graphics)
ETA: December

Briefly: A sequel to the Ocean success story as opposed to a film (there's no silver screen version on the cards) or the original television series. You see, this one is based on the Family's animated televised antics – which is why the final title will more than likely be *The Addams Family: The Animation*. The authors and format of this new venture are the same as the first instalment, only now Puggsly's the main character and he has to find six objects inside the Family's house. As he wanders through the attic, the bathroom and other rooms he meets an even weirder array of creatures than before.
On The Upside: The Family's computer-based antics were more fun than those seen on the silver screen, and Ocean are re-using their successful console-style platform approach so that bodes well.
On The Downside: Do we really need more of the same?
What're Its Chances: Very ghoul-d. The Addams Family's Amiga debut was no horror story, and Ocean's second attempt is unlikely to be worse – despite the association of The Animation.

AIR SUPPORT

Publisher: Psygnosis
Authors: Aleric J Binney
ETA: Late September

Briefly: Futuristic action-strategy with very computery-looking wireframe 3D visuals.
On The Upside: Although the visual approach could be considered dated, it does have a distinctive hardness about it and generates a suitable technical atmosphere for those with megalomaniac qualities.
On The Downside: The action-strategy blend is difficult to pull off, as we witnessed with *Armour-Geddon*. And not everyone will go a bundle on all those lines.
What're Its Chances: It should receive some support.

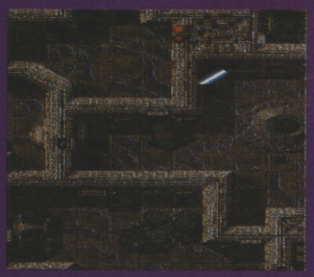
The much-delayed *Air Support*. In addition to this view, it's also possible to don 3D glasses.

ALIEN BREED: THE SPECIAL EDITION

Publisher: Team 17
Authors: Andreas Tadic, Rico Holmes
ETA: November

Briefly: A remix of the Team 17 shoot-'em-up with Aliens overtones... but at a budget price. *The Special Edition* is so called because it features new visuals, levels and quests and a few more tweaks besides. An animated introduction disk won't be provided. "We aren't going to bother with intro disks any more," says the Team's Martyn Brown. "We have done one for *Superfrog* but it won't go in the package. We've put it on the Public Domain instead."
On The Upside: It will fill →

the gap before *Alien Breed II*'s appearance next year like a King Size Milky Way.
On The Downside: *Alien Breed: The Special Edition* won't play significantly



Team 17's new breed – *The Special Edition* should fill the gap before the real *Alien Breed 2* arrives.

differently from *Alien Breed*, which was not without its flaws. Apart from being too tough at times, you couldn't get very far without collecting keys from a very limited choice.
What're Its Chances: Ex-alien-t. *Alien Breed* was a monster success, and a tweakier, cheaper pretend sequel should perform even better, especially in light of the Alien³ film.

ARMOUR-GEDDON II

Publisher: Psygnosis
Authors: Paul Hunter
ETA: October

Briefly: An all-new, all-singing and so on sequel to the futuristic flight 'n' fight simulation. Psygnosis are promising faster and more detailed visuals, deeper playability, more diverse and sophisticated craft, beefier sound and a higher reality factor. The technicalities for those inclined include textured blitter fill, circles, transparency effects and ellipses.
On The Upside: It won't be too tough to improve on the first one – there wasn't a lot to it. We are expecting some healthy blasting action here.
On The Downside: Psygnosis games have a habit of slipping in a big way, and the *Armour Geddon* title will be perceived by many as yesterday's news.
What're Its Chances: It should make a fair yet far from apocalyptic impression. It appeârs to be more of an update than a true sequel.

THE AQUATIC GAMES

Publisher: Millennium
Authors: Vectordean
ETA: October

James Pond – back in training for his next mission.

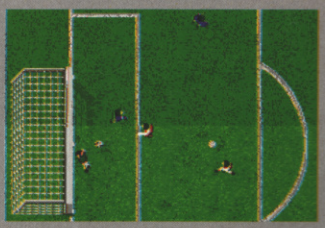
Briefly: James Pond takes time out before his next big mission (as Splash Gordon) to participate in an alternative Bass-sole-ona olympics. James is joined by his oceanic chums, the Aquabats, who are Sir F-fortesque Frog, Ceceelia Seal, PJ Penguin, Freddie Starrfish and Mark The Shark. The eight events on offer are the 100 Metre Splash (with plenty of joystick waggling), Kipper Watching (a more skilful task, believe it or not), The Hop Skip And Jump, Bouncy Castle (in which trampoline manoeuvres are performed), Feeding Time (keep the hungry fish happy), Shell Shooting (use limpets to burst balloons), Tour de Grass (unicycle over hills and obstacles), and Leap Frog. Of course, a James Pond adventure wouldn't be complete without hidden rooms – *The Aquatic Games* has two bonus events: Penguin Juggling and Long Jump.

On The Upside: A polished performance is a certainty from the winning team of coder Chris Sorrell and musician Richard Joseph.
On The Downside: Well, it's missed the Olympics boat. And do we really need another sports simulation of this ilk even if it does have a tongue-in-cheek approach?
What're Its Chances: Not brill-iant, but it cod make a sizeable splash.

ARSENAL FC: THE COMPUTER GAME

Publisher: Thalamus
Authors: Nick Sen at Sirus Software
ETA: Late September

Briefly: A footy action simulation of London's finest with a dash of strategy. *Arsenal FC* features match commentary, league and European competitions, player statistics including morale and injury, suspensions, digitised HAM pictures and all the usual malarkey. There's even an official Arsenal souvenir thrown in and a key fob's provided with a limited edition.
On The Upside: It's Arsenal, which provides their fans with an opportunity to expand their souvenir collections.
On The Downside: It's Arsenal. Footy fans are passionate followers of their teams, so *Arsenal FC: The Computer Game* is unlikely to appeal to anyone other than Arsenal aficionados even if it is a doozy.
What're Its Chances: Better than the team's of winning this year's League Championship, that's for sure. (Ooooh.)



***Arsenal FC*: The ultimate collectors' item for all the die-heard fans of the team.**

ASSASSIN

Publisher: Team 17
Authors: Psionic Systems – David Broadhurst (Code), Hadyn Dalton (Visuals)
ETA: November

Briefly: A console-style run 'n' jump romp with a distinct *Strider* feel and many traps to negotiate. The main character's acrobatic abilities are put to the test in five scrolling levels spanning some 1,500 screens. His 200 animation frames cater for running, jumping, shooting, slapping, chucking boomerangs and taking advantage of collectible weaponry which includes a rock-hard protective robotsuit.

On The Upside: Multi-talented heroes seem to be a firm favourite, and *Assassin*'s has a lot going for him.
On The Downside: Psionic Systems wrote the very average *Dojo Dan*.
What're Its Chances: It should be a killer, regardless of whether it fulfils its potential.

Team 17's *Assassin*, creeping ever closer to completion.

BART SIMPSON VERSUS THE WORLD

Publisher: Acclaim
Authors: Arc Developments
ETA: December

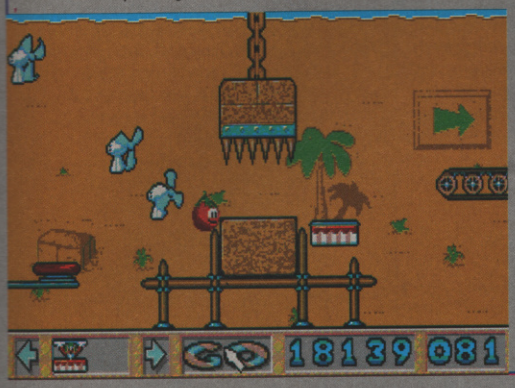
Briefly: Bart does the business as only he knows how in an arcade adventure very much in the same vein as he did in Ocean's *Simpsons* (also converted from a Nintendo original by Arc Developments). Beyond that, details are vague.
On The Upside: The Simpsons' creator Matt Groening (by name and by nature, apparently) will veto this one as he does every other piece of related merchandising, so it will certainly be in the right spirit.
On The Downside: The first conversion wasn't tarted up much from the Nintendo original, but that's licensing restrictions for you.
What're Its Chances: Absolutely Simpson-sational.

Bart (man) returns, this time via Acclaim.

BILL'S TOMATO GAME

Publisher: Psygnosis
Authors: Bill Pullen
ETA: October

Briefly: A cutesy arcade puzzler formerly known as *Bill & Lee's Excellent Tomato Game*. Terry Tomato's girlfriend Tracy is being held by Squirrel Sam at the top of a magic vine. Terry is guided through over 100 enemy-occupied levels by the remote control use of fans, trampolines, jack-in-the-boxes and an assortment of other oddities. Animated intermission sequences punctuate the proceedings.
On The Upside: Although not in the *Lemmings* mould, the combination of platforms, cuteness and puzzling are bound to appeal...



On The Downside: It looks a bit rough, which won't help with an aesthetic-conscious buying public.
What're Its Chances: Good. It's not too far off the wall to be off-putting.

Get the tomato safely across the screen. Not at all like Lemmings.

BATTLE TOADS

Publisher: Mindscape
Authors: Rare (Original Design), John Meegan (Code)
ETA: October

Briefly: A conversion from the Nintendo cartridge which sold over a million units in the USA and has since spawned a Saturday morning television show and assorted merchandise. The story concerns three archetypical American adolescents play-testing Battletoads™ for the Psicone Corp™. A special silicon chip in the Battletoads™ machine whisked them into the GameScape™ to become seven-foot toads: Zitz™, Rash™ and Pimple™. One of their number has been kidnapped and now it's a race to reach the centre of universe ahead of the Dark Queen™.

Merchandising mania hits the Amiga with *Battletoads*.

Battletoads is primarily a comic beat-'em-up with cartoon quality animations. For example, the Battletoad's jaw drops when he meets an enemy bigger than the screen, and having bashed away repeatedly at an opponent, for the final blow the Battletoad's fist becomes as big as his body to blow the baddy away.

The Amiga playability will be the same as the Nintendo original's but Mindscape are beefing up the visual and aural detail with 32-colour scenery with animations, bigger sprites, and possibly a layer of parallax. There are 12 levels, each one offering a different style of fighting action – for example, the first level's a pure beat-'em-up, the second sees a toad falling down a well shaft on a rope, and the third takes place on a jet bike.

"We hope the conversion of *Battletoads* represents the first in a long relationship with Tradewest," says Mindscape's Phil Harrison. "We're certainly interested in doing some more." Incidentally, John Meegan's a former Ocean coder responsible for parts of *Batman* and *Navy Seals*.
On The Upside: The Amiga needs identifiable characters, even if they do come from another format. And Rare have produced some cracking stuff in their time, as the original's sales show.
On The Downside: It should be a top-notch conversion but will 12 sections provide substantial enough fodder for the Amiga cognoscenti?
What're Its Chances: It should be toad-ally ribetting stuff for the tired Turtle brigade.

THE CHAOS ENGINE

Publisher: Renegade
Authors: The Bitmap Brothers – Steve Cargill (Code), Dan Malone (Visuals), Richard Joseph (Sound & In-Play Music), Joy (Title Track)
ETA: October

Briefly: The Bitmap Brothers bite back in the wake of *Magic Pockets*. The Chaos Engine is a machine which has messed up time and space, apparently, which explains why the action's set in a "post-holocaust Victorian period". It's your job (and a friend – for *The Chaos Engine* is to be the latest addition to the multi-player fraternity) to find the guy who invented it and then destroy the machine itself.

"We always write games we like to play, and we like *Crack Down* and *Gauntlet*, but there haven't been many good eight-way scrolling shoot-'em-ups," says BMB1 Eric Matthews. "We also liked the stuff we did with *Speedball 2* where the characters' attributes create personalities and affect their behaviour in the game.

"*The Chaos Engine* is basically an action game, incorporating elements of character management. It works with two human players, but with one player the other character is controlled by computer in much same way as a *Speedball 2* team really. You might have character who's aggressive, but not fast or clever, but he's as hard as nails, or you might have an inventor who'd be intelligent and would probably collect the special abilities."

There are four maze-like worlds to explore, with sub-levels and hidden stuff galore. There are puzzles, too. Not the adventure type puzzles with objects here and there – these are more action based. The user-sensitive styles developed in earlier Bitmap games will also be utilised. "You will constantly get rewarded for experimentation and improving and different things happen in relation to the way you play."

A smorgasbord of sampled speech is used as part of an interactive soundtrack which adapts to suit the action. Plus! There's a special title tune by Joy – two Indian DJs on the Rhythm King label who are, as they say, "big on the club scene".
On The Upside: Well, it's unlikely to be another *Magic Pockets*. And it is by The Bitmap Brothers, and there are plenty of people who love 'em.

Chaos Engine does also seem to be trying more for the *Speedball 2* end of the Bitmap market, and everybody but everybody loves that game.
On The Downside: It is by The Bitmap Brothers, and there are plenty of people who hate 'em. There will undoubtedly be those who've had their fingers burned with *Magic Pockets*, too, and may be unwilling to take another chance with the Bitmaps, whatever the reviews say.

Ah, the trials of being a strongly branded programming team.
What're Its Chances: Very good. Bros are pumping a great deal of effort into this one to give us the cream which the Brosettes will lap up.

B-17 FLYING FORTRESS

Publisher: MicroProse
Authors: Vektor Grafix
ETA: October

Briefly: Now you can find out just how they fought for the likes of us in the Second World War in this simulation of the American bomber. There are 25 combat missions to pursue over occupied Europe, and you can flit between controlling the different crew members or leave them in the hands of the computer. MicroProse are also boasting the most detailed cockpit controls ever seen on a bomber simulation (which is great, but how many of those have there been?)
On The Upside: There haven't been very many bomber simulations produced for the Amiga (Mindscape's *Mega Fortress* is one of the very few), so *B-17* is making a welcome appearance for those so inclined.
On The Downside: Just how many thrills and spills can you experience on a bombing mission? Not really that many by our reckoning.
What're Its Chances: Bomb-believable? Not quite, but it should make its mark with a bang.

BEAST MASTER

Publisher: Thalamus
Authors: WJS Design – Wayne Smithson (Design), Leo Skirenko (Code), Pete Lyon & Noel Hines (Visuals), Tim Bartlett (Music)
ETA: October

Briefly: No, not the film starring the guy who played Donovan in 'V'. This *Beastmaster* is a 300-screen parallax scrolling arcade adventure with fighting and character interaction. It's played in accelerated realtime so nights fall and days break more frequently to provide their associated problems. There are objects to pick up and use, with equipment including such →

magical delights as an invisibility cloak. The action's joystick controlled, with an unusual pull-down mouse-driven options panel.
On The Upside: *Shadow Of The Beast* with a plot – intriguing stuff.
On The Downside: The

***Beastmaster* – the AP demo on last month's disk should have given you an idea what to expect.**

joystick and mouse interface could prove, ah... a beast to master, to the detriment of the playability.
What're Its Chances: Fair, like the hero's hair.

CAMPAIGN

Publisher: Empire
Author: Jonathon Griffiths
ETA: October

Messing around in tanks might not be to everyone's taste, but it's actually rather engaging.

Briefly: A tank-orientated simulation from the author of *Conqueror*. *Campaign* is pitched as pure strategy with a factually accurate timescale and 25 maps to play, each one bursting with battles combining land, air and sea elements and based on suitable exploits from the Second World War. As you assess the enemy situation and build up your strength to mount an attack you will see villages, houses, woods and trees. Yes, you too can change the course of history and win D-Day as the Germans, Brits, Yanks or Reds.
On The Upside: As the AMIGA

CREATURES

Publisher: Thalamus
Authors: Apex Computer Productions (Original Design), WJS Design (Code, Visuals & Sonics)
ETA: Late September

Briefly: A conversion of the massive-selling Commodore 64 title. Clyde Radcliff Exterminates All The Unfriendly, Repulsive Earth-ridden Slime is for what *CREATURES* stands. Clyde is the last free Fuzzy Wuzzy on a mission to rescue his chums in a straightforward, cute, funny, and occasionally sick scrolling platform romp with bonus torture screens (!).
On The Upside: Coder Wayne Smithson (who did *Baal* and *Ork* for Psygnosis) has been granted an artistic licence to beef it all up. The playability will be more or less same, Thalamus say, but the visuals will be flashier.
On The Downside: For all its slickness and endearing qualities, there doesn't seem to be a great deal to the Commodore 64 original.
What're Its Chances: Fair. Amiga-owning Commodore 64 fans will certainly find *CREATURES* hard to resist.

CREATURES 2: TORTURE TROUBLE

Publisher: Thalamus
Authors: Apex Computer Productions (Original Design), WJS Design (Code, Visuals & Sonics)
ETA: December

Briefly: It's Wayne, again. And Clyde, too, in a conversion of the best-selling Commodore 64 sequel to *CREATURES*. Clyde's nine kids are in the hands of the torture-happy Demons. *CREATURES 2* is basically a collection of wacky, zany, crazy and hilariously sick new torture screens and interludes.
On The Upside: Concentrated simple, slick and sick fun.
On The Downside: Again, there doesn't appear to be enough of it. It remains to be seen if Wayne Smithson can add enough to make the conversion to 16-bit justifiable.
What're Its Chances: Fair, again. Cuteness is still in fashion.

COOL WORLD

Publisher: Ocean
Authors: Twilight
ETA: October

Briefly: A cartoonist (played by Miller's Crossing star Gabriel Byrne) is caught up in his own animated fantasy world, meeting the likes of a scantily-clad cartoon chick with Kim Basinger's voice. She wants to get real which means getting real friendly with a real, friendly person. Unfortunately, no-one knows what's going on.
On The Upside: It should have a very interesting congratulatory sequence (snigger, snigger).
On The Downside: It hardly sounds like ripe conversion material to us.
What're Its Chances: Cool.

The charming Kim reclines, and seems to be having something of a clothing crisis in *Cool World*.

CYTRON

Publisher: Psygnosis
Authors: Jim Thomas and Martin Hall of Lunatic Software
ETA: October

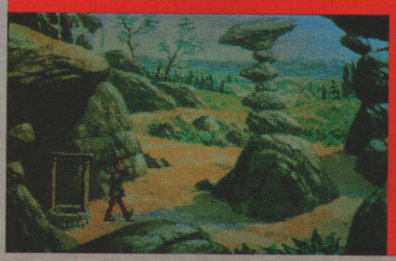
Briefly: Two-fisted arcade action – literally. The star is a robot who can split into two, with both pieces controlled at the same time. His task is to rescue scientists from the clutches of enemy mechanoids in a secret level-based underground complex. There are switches and pressures pads and teleports as well as weapons and special features to pick up
On The Upside: Superficially, *Cytron* appears to be related to Andrew Braybrook's classic *Paradroid 90*, though in play *Cytron* is much more of an out-and-out shoot-'em-up. This should make things a heck of a lot more accessible, though.
The simultaneous control mode could be fun...
On The Downside: Or it could be a pain in the bum. And because *Cytron* is less cerebral than *Paradroid 90*, there's every chance that it'll be far less satisfying, and become tiresome far faster.
What're Its Chances: Fair.

CURSE OF ENCHANTIA

Publisher: Core Design
Authors: Rob Toone (Code & Design), Rolf Mohr & Billy Allison & Stuart Atkinson (Visuals)
ETA: November

Briefly: *Curse Of Enchantia* is described as "a full blown adventure" with over 200 screens in a world created by Rolf Mohr. Artist Billy Allison is a newcomer to the world of computer software having cut his teeth on cartoon animation for television's The Spider. Rob Toone has previously written *Car-Vup* and *Frenetic* for Core.
On The Upside: Core appear to have cut the 'traditional' point and click interface down to a bare minimum. The function icons appear on screen only when necessary, which does wonders for the atmosphere. The scenery looks utterly gorgeous, too.
On The Downside: This is Core's first real stab at this sort of thing, so there will inevitably be teething problems.
What're Its Chances: Great.

More luscious backdrops from *Curse Of Enchantia*. Here's hoping the puzzles match the quality of the graphics.



Well, well well. Here we see a well in *Enchantia* (and get to recycle an old joke).

Darkmere represents Core Design's second foray into 3D isometric fantasy land.

DARKMERE

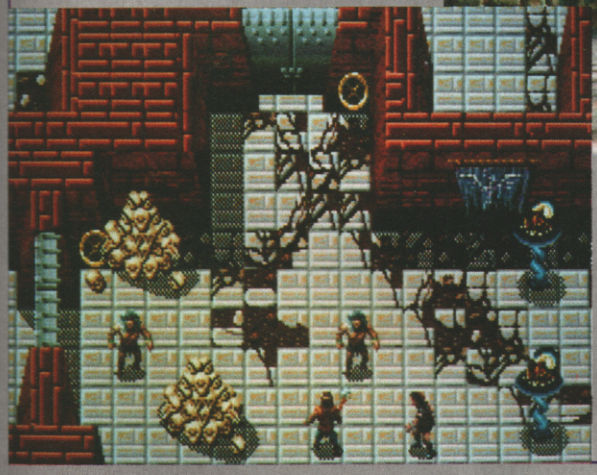
Publisher: Core Design
Authors: ASD
ETA: October

Briefly: From the newly-formed ASD comes an RPG in the style of *Cadaver* but set "in the Goblins era with all those nasties". Ebryn the hero is on a quest to discover the dark secret of the curse of Darkmere. His travels take him through three large areas – the village, the forest and the Orc caverns – with a variety of pubs and shops to explore, and all the combat taking place on screen. It actually looks very much like a flick-screen version of *Heimdall*.
On The Upside: *Heimdall* did the business, so more accessible RPG-ing is likely to be very welcome.
On The Downside: The eternal gap between those two stools beckons.

The action hots up in the Cadaver-esque *Darkmere*. Here we see a bunch of beefy-looking trolls about to pick a very big argument with our hero.

DARK SUN: SHATTERED LANDS

Publisher: SSI (US Gold)
Authors: SSI
ETA: November



Briefly: Yet another TSR RPG wends its way on to the Amiga.
On The Upside: SSI take their game system into the '90s, with neat graphics and no on-screen statistics.
On The Downside: Can they réally banish all those trainspottery numbers?
What're Its Chances: It's not going to perform as well as *Eye Of The Beholder*, but these D&D games always sell, and the new sheen is bound to attract some new fans.

Above: The lush action screen of *Dark Sun*.
Left: Non-interactive sequences add atmosphere.

DAUGHTER OF THE SERPENTS

Publisher: Millennium
Authors: Eldritch Games – Chris Elliot & Richard Edwards (Design & Scripting), Keith Hook (Code), Pete Lyons (Visuals), Richard Joseph (Music & SFX)
ETA: December

Distinctive backdrops and speech bubbles in Millennium's *Serpents*.

Briefly: A full-screen RPG from *The Hound Of Shadow* team (not to be confused with the now defunct Eldritch The Cat). *Daughter Of The Serpents* is set in the 1920s and takes place in Alexandria, Egypt. The story opens with a mad Arab stabbing a mysterious Turk and consequently unfolds in one of six different ways depending on the character chosen by the player (the choice includes an Egyptologist, a sleuth, a traveller and a mystic).

The mouse-driven interface has a pointer which changes to reflect its function, and objects are simply picked up from the screen and dragged to an inventory. It also incorporates an on-line help system in the form of a representation of a Cook's Guide to Egypt for the period. There're dozens of characters to meet and question for information, with all speech in bubbles to complement the comic book feel. Apparently *Daughter Of the Serpents* won't be the most difficult adventure to complete but Millennium are going all-out for atmosphere.
On The Upside: The pictures are looking all very nice.
On The Downside: It will probably be delayed until February.
What're Its Chances: Good.

POWER coverdisk (issue 13) showed, mucking around in tanks is actually rather a frenetic and charming pastime.
On The Downside: But do we really want to fight an entire campaign in them?
What're Its Chances: Fair. Watch it trundle slowly up the charts and hang around in the middle for months.

CONTRAPTIONS

Publisher: Mindscape
Authors: Presage
ETA: December

Briefly: An arcade puzzler set inside a gargantuan Rube Goldberg (or Heath Robinson if you prefer) machine full of switches and valves and the like. You play an engineer assigned to repair this beast with a combination of logic and reflexes. "The whole thing is really surreal," says Mindscape's Phil Harrison. Bill Holt's American outfit Presage have mainly been involved in conversion work for Mindscape.
On The Upside: It sounds different, although *Night Shift* does spring to mind. The main character's animation's looking nice, and the cause and effect playability should prove satisfying.
On The Downside: The UK market is, sadly, not receptive to off-the-wall oddball software.
What're Its Chances: Fair. Irrespective of its quality, it won't be a big seller. This sort of thing never is over here.

DAEMONS GATE

Publisher: Gremlin
Authors: Imagitec
ETA: November

Briefly: An RPG which its publisher reckons will be the largest and most in-depth of →

Britain's answer to Ultima? The development time is just as long.

its type yet. Your mission is to gather a band of mercenaries and destroy the Daemonic Hordes in the world of Hestor. Eight characters are under your control, each one with his or her

***Daemonsgate* won't win any awards for its graphics, so let's hope there's some depth in there.**

own computer-controlled identity – just like the rest of Hestor's inhabitants. Your travels take your merry men across a vast fantasy landscape and through active towns, with combat, magic and character interaction a the very top of the exhaustive list of things to do.
On The Upside: It certainly sounds huge.
On The Downside: But big need not mean beautiful. It could turn out to be a repetitive and lengthy ramble. And while *Daemonsgate* isn't ugly, it's no oil painting.
What're Its Chances: Fair.

DARK HALF

Publisher: Accolade
Authors: Capstone
ETA: December

Briefly: An adventure in the Sierra mould and based on a book by Stephen King. The main character is an author who has to prove that he's not running around killing people. Orion were making a film, but that's been put on hold because the company's gone into liquidation.
On The Upside: A novel twist on the detective adventure theme is promised. A brigade of Stephen King fans will obviously keen play an adventure based on one of King's dark tales.
On The Downside: Accolade are looking at the finished product to decide whether or not it merits release in this country.
What're Its Chances: Fine, if it gets a release. But don't hold your breath.

The all singing, all blasting Mega Drive hit is all set to repeat its success on the Amiga.

DESERT STRIKE

Publisher: Electronic Arts
Authors: Gary Roberts & David Colclough (code)
ETA: December

Briefly: Amiable Arab-bashing antics with an Apache chopper. Some crazy bonkers madman is defiling your neighbouring state so your government orders you to surreptitiously kick his head in. Missions to complete along the way include rescuing POWs and taking out installations and enemy craft. *Desert Strike* is being converted from the Mega Drive by Gary Roberts (who did the impressive *John Madden* conversion) and David Colclough (of *Myth* fame).
On The Upside: *Desert Strike* is Electronic Arts' biggest selling Mega Drive release to date, which says something.
On The Downside: We can't think of one.
What're Its Chances: Explosive. Console-style action is currently where it's at on the Amiga, and *Desert Strike* is the cream of the crop.

EYE OF THE STORM

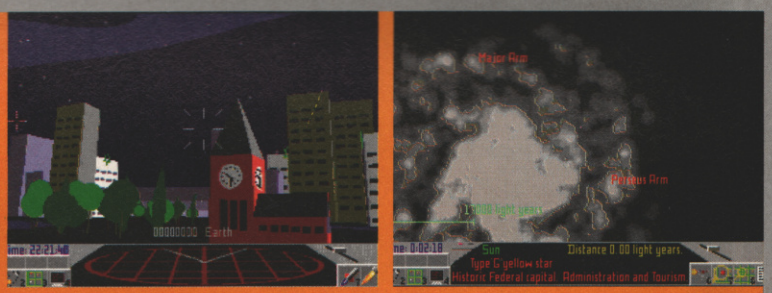
Publisher: Empire
Authors: Jason Kingsley, Al Perrot
ETA: November

Briefly: A strategic shoot-'em-up involving thieving, exploration, trading and more besides, from the authors of *Murder* and *Blade Warrior*. The eye of the storm is Jupiter's hot spot, and that's where the action takes place. In the far future, life has been discovered in the lawless zone that is the Eye. Mercenaries there have contracts with live television and embark on missions which are broadcast throughout the solar system. The better the coverage, ie, the more blood and gore they score, the more money they earn. The player is one of these mercenaries, out to earn respect and cash by fair means or foul.
On The Upside: The polygon-based visuals seen so far look good.
On The Downside: The playability could be a little too far out of the ballpark to be accessible.
What're Its Chances: Fair. Assuming it gets finished.

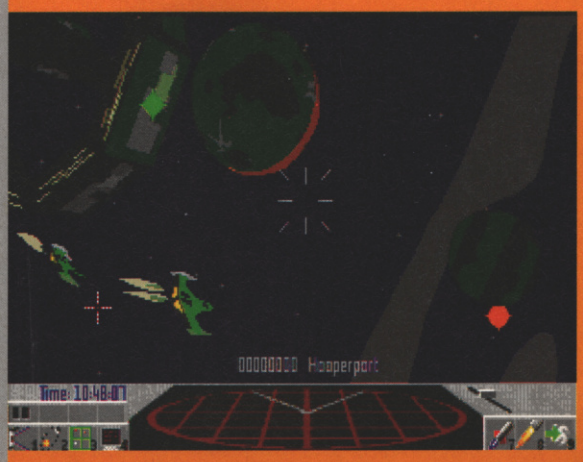
ELITE II

Publisher: Konami
Author: David Braben
ETA: November

Briefly: The sequel to one of the most successful pieces of computer software ever. "*Elite II* will have similarities to *Elite*," says Konami's Colin Fuidge. "You can trade still, but trading



Elite 2 in all its glory. On the left we see a familiar scene, while the right pic shows a galactic map.

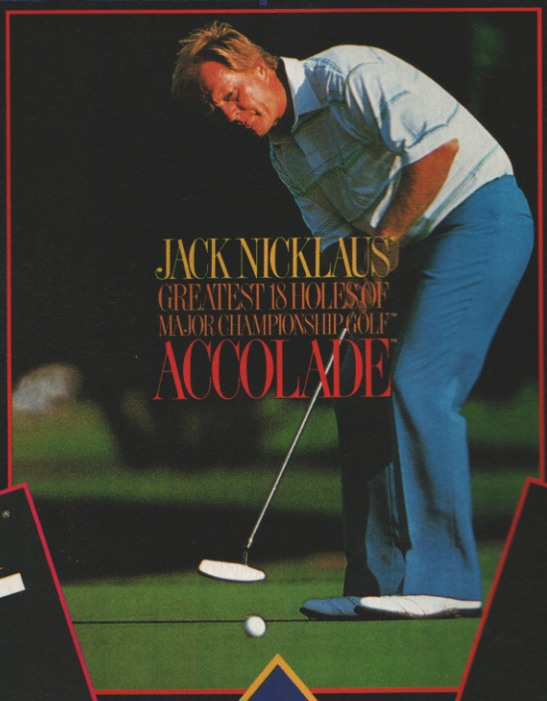


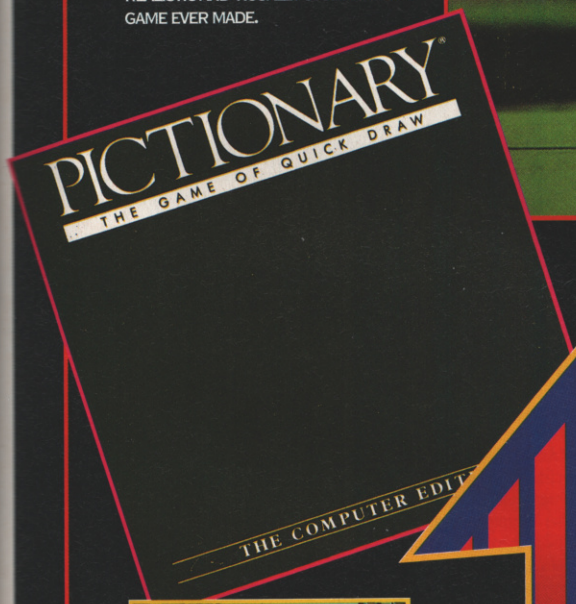
A moody cockpit shot from *Elite 2*. Note the light sourcing on the planets.

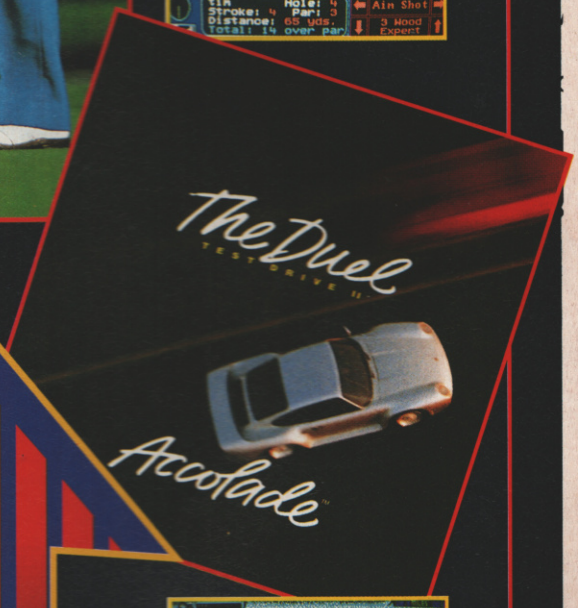
isn't the only part of the game any more. There's more complexity in the buying and selling, and more politics involved, It's not so much a random shoot-'em-up either. There's masses and masses of freedom. The game just keeps going as before but not just boringly. All the missions are intertwined with everything, and there are many missions you don't have to do. You interact with people more, and the whole environment system isn't just a planet and one space station. The visual approach is different, too. The 3D system supports curved surfaces, which looks really exciting, and all the planets are fractally rendered so they look real. As you land on the surface of a planet there's no loss of detail. It looks fantastic without having to resort to using bitmaps."
On The Upside: It is the sequel to one of... and so on. *Elite II*'s strength appears to be that it's vast without being vacuous.
On The Downside: Have we been waiting too long? Are there enough eager Amiga *Elite* players around? And have Konami perhaps been a little too quiet for comfort about something so potentially astounding?
What're Its Chances: Excellent.

AIM ONLY FOR THE TOP

TEE OFF ON THE MOST CHALLENGING 18 HOLES OF MAJOR CHAMPIONSHIP GOLF WITH THE LEGEND WHO HAND PICKED EACH ONE - JACK NICKLAUS.
PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S "FAVOURITE SHOT IN ALL GOLF" IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.







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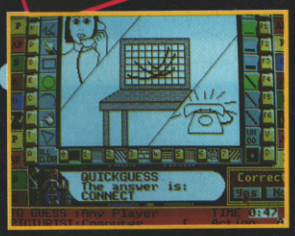
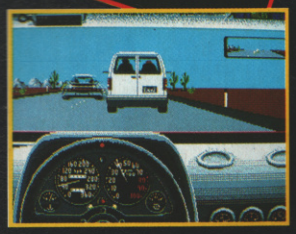


PLAY IT JUST LIKE THE BEST-SELLING BOARD GAME.

IT'S LIKE CHARADES, ONLY YOU SKETCH WORDS INSTEAD OF ACTING THEM OUT. BUT WITH A COMPUTER YOU DON'T NEED PAPER AND PENCIL! SKETCH YOUR PICTURES ON SCREEN WITH AN EASY TO USE DRAWING PROGRAM. YOU'RE NOT AN ARTIST? DON'T WORRY - MOST PEOPLE AREN'T. THAT'S PART OF THE FUN AS YOU RACE AGAINST THE CLOCK SO YOU'LL HAVE TO DRAW ON YOUR WITS AS WELL!



HEAD-TO-HEAD WITH THE WORLD'S FASTEST PRODUCTION CARS!

THE DUEL: TEST DRIVE II PITS THE FASTEST EVER FERRARI AGAINST THE FASTEST EVER PORSCHE IN A RACE THAT HAS ONLY BEEN RUN IN THE MINDS OF ENGINEERS AND ENTHUSIASTS... UNTIL NOW! YOU'RE BEHIND THE WHEEL OF THE MOST TECHNOLOGICALLY ADVANCED SUPERCARS ON EARTH, ROCKETING DOWN ROADS THAT ARE AS EYE-CATCHING AND DANGEROUS AS THE CARS THEMSELVES.

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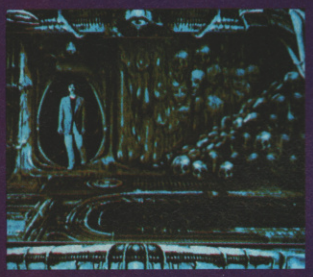
DARKSEED

Publisher: Mirage
Authors: Cyberdreams (Code & Design), HR Giger (Design & Art)
ETA: November

Briefly: Enter the sick surreal world of Oscar-winning German artist HR Giger. This arcade adventure's storyline concerns science fiction writer Mike



The creator of Alien turns his hand to computer adventures, with the very *Dark Seed*.

Dawson. He moved in to an old house and was plagued by nightmares and headaches... until he discovered the cause: creatures from another dimension. They have implanted an alien embryo in Mike's head and now he's in a race against time to save himself and the human race. There are over 75 locations to explore in the two worlds (ours and theirs), plus cinematic sequences and digitised visuals and speech galore.
On The Upside: It's looking suitably creepy and bizarre.
On The Downside: It will probably fill far too many floppy disks.
What're Its Chances: Good.

DUNE II: BATTLE FOR ARAKIS

Publisher: Virgin Games Software
Authors: Westwood Associates
ETA: November

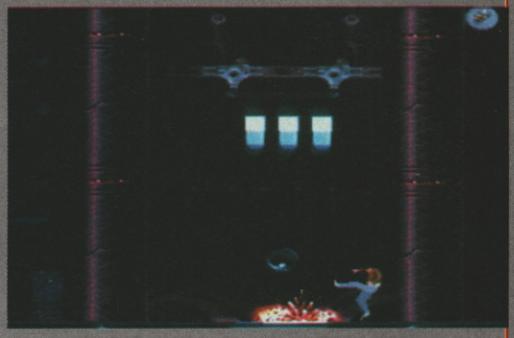
Briefly: *Eye Of The Beholder* authors Westwood turn their hands to Frank Herbert's award-winning series of science fiction novels – which means it's a totally different dish from →

FLASHBACK

Publisher: US Gold
Authors: Delphine
ETA: October

Like *Another World*, Delphine's *Flashback* uses cinematic style close-ups.

Briefly: After the impressive *Another World*, Delphine's cinematic animation system comes into play once again, only this time there's a deeper challenge. Research Scientist Conrad B Hart stumbles upon an alien plot to rule the world, only they find out and he ends up, amnesiac, on the bizarre jungle planet Titan. Can he conquer his loss of memory and the hostile terrain? *Flashback* has five large levels to explore, with the playability comprising questioning characters for clues, collecting gadgets and figuring out how to use them, earning cash to buy objects and fighting aliens. This time around there's more visual detail, too, and Delphine are promising zooms, animated close-up shots and – here's where the title comes into play – flashback scenes.
On The Upside: Critics of *Another World*'s shallowness should have less to complain about. *Flashback* looks pretty damn sexy, too.
On The Downside: But how deep will it go? There's still a chance it will be as short but sweet as *Another World*.
What're Its Chances: Out of this world. Its distinctive look and feel should secure success.

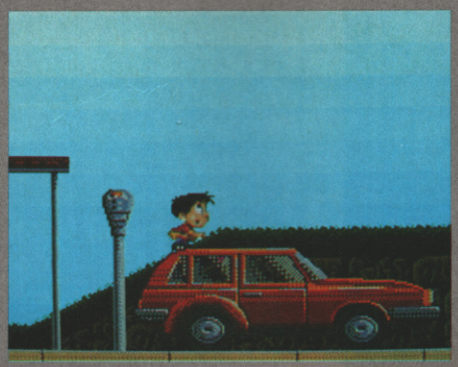


More background detail, more characters, more action and more of everything really, in Delphine's stunning *Flashback*.

SOCCER KID

Publisher: Krisalis
Authors: Dean Lester (concept), Nigel Little and Pete Harrap (code), Neil Adamson (graphics)
ETA: November

Briefly: The football simulation meets console-style run 'n' jump action. *Soccer Kid* sees the eponymous hero dribbling, heading and kicking his way through five scrolling levels and their hidden zones. He uses his ball to knock out the bad guys and collect bonuses.
On The Upside: Not just another football sim. Its cartoon look is strong, and the *Sonic* wannabe market is still there.
On The Downside: What's been done so far is fast and smooth and has enormous potential for fun console-style action, but it could so easily turn out to be unplayable.
What're Its Chances: Very good, but it's likely to slip.



Only kidding – Krisalis limber up for the platform cup, with their wild, wacky and sporty *Soccer Kid*..

FERRARI

Publisher: System 3
Authors: Phil Thornton
ETA: December

A first look at *Ferrari* – a game with a real potential track record.

Briefly: Fresh from a marathon 18 month programming term on *Putty*, Phil Thornton turns his attention to an officially endorsed 3D racing sim. Although the action revolves around the 16 major international Grand Prix circuits, the game's actually set in the near future.

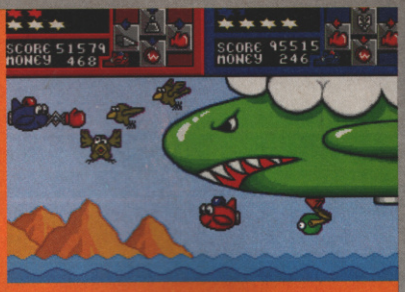
The premise is akin to The Running Man movie, with high-stakes car racing becoming the most popular TV viewing – the more dangerous the higher the ratings.
On The Upside: The Ferrari licence ought to ensure a quality product, and tv studio sequences with actual digitised crash footage will add a chilling edge to the game.
On The Upside: There's a high risk that the Amiga public will be sick to death of 3D road racers by the time Ferrari gets off the starting block. System 3 are also unproven when it comes to 16-bit racers (their Turbocharge game was dumped some months ago).
What're Its Chances: Pretty good. The early screens show a lot of attention to detail. It'll all hang on the 3D system and driving engine (pun most definitely not intended).

Sprite-tastic. Here we see just a selection of the car rotations possible.

GADGET TWINS

Publisher: Mirage
Authors: Imagitec
ETA: November

Briefly: It's one of those 'cute' scrolling shoot-'em-up, set in Gadget land, where everyone, surprise, surprise, is some sort of 'gadget'. Bob, Bump and Thump the three main characters, can fly in the sky and float under the water.



The scrolling shoot-'em-up takes on a new angle in Imagitec's *Gadget Twins*. Cute overload, or what?

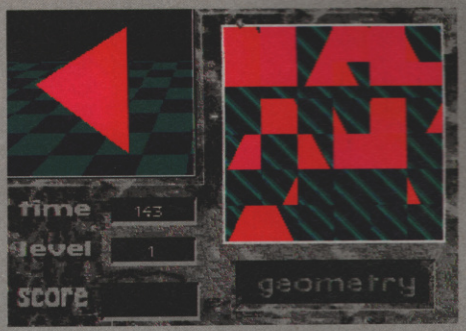
On the upside: The graphics are bright, bold and stylized while design and animation certainly looks unique. With the simultaneous two player facility the game has already put itself at the top of its genre.
On the downside: Do we really need another shoot-'em-up?
What're its chances: If it delivers everything it promises, this could be one of the shoot-'em-up high points of 92.

Gadget and goons galore in the monster-packed shoot-'em-up *Gadget Twins*.

GEOMETRY

Publisher: Thalamus
Author: Domogoj Ileckovic
ETA: November

Briefly: An arcade puzzler written by a Croatian who speaks no English whatsoever (Thalamus boss David Birch has to communicate with him through his Aunt!). There are 50 different geometric shapes which you have to rebuild within the set time limits.
On The Upside: What' there so far is rather playable. And the Croatian angle might win over a few sympathetic voters.
On The Downside: It doesn't actually look particularly exciting, and the name's dull dull dull (at least it's only a working title).
What're Its Chances: Fair. Arcade puzzlers simply don't sell too well in this country, and for all *Geometry*'s playability, it simply fails to look sexy.



Croatian software makes it to British shores, thanks to Thalamus. Whether *Geometry* can impress is another matter.

GUNSHIP 2000

Publisher: MicroProse
Authors: Kevin Buckner, Mark James, Mark Langherak
ETA: November

Briefly: 'Copter load of this! Take to the skies in a high-technological Apache helicopter and embark on destructive missions over central Europe and the Persian Gulf. Gunship 2000 also provides the facility to fly a squadron of choppers and a Mission Builder utility so you can edit or design your own missions.
On The Upside: Potentially the most playable flight sim yet to grace the Amiga.
On The Downside: Speed will be of the essence, but that shouldn't be a problem given that MicroProse have made such a good job of converting *F-15 Strike Eagle II* and *Knights Of The Sky* to the Amiga.
What're Its Chances: Very good.

A shot from the PC version of *Gunship 2000*. They don't come much more detailed than this.

HISTORY LINE 1914-1918

Publisher: Blue Byte
Authors: Blue Byte
ETA: October

Briefly: A strategy simulation of World War I with the emphasis on action – as perhaps you'd expect from the team behind *Pro Tour Tennis I* and *II*, and *Battle Isle*. Indeed, *History Line* is part of the *Battle Isle* series, which is why the action is presented through plan views of the scenery. There are tactical possibilities offered by trenches, bunkers and tank barriers, and even the seasons are influential. The combat takes place between planes, airship and tanks from the era, and there's a research and development plant for improve them. *History Line 1914–1918* is for one or two players, too.
On The Upside: *Battle Isle* was a bit dreamy for a wargame, and *History Line* promises better visuals and graphical interludes.
On The Downside: What a dreary title, eh?
What're Its Chances: Pretty good. It looks more like a shoot-'em-up than a strategy simulation which may prove a tad confusing.

The *Battle Isle* game engine goes back in time for Blue Byte's *History Line 1914-1918*.

the first one (written by Cryo). Here is a heavily strategy-based resource simulation combining *Supremacy*, *Sim City* and others of the ilk. It appears to ignore most of the Dune story in favour of playability. As one of the three Spice Houses, your task is to gain control of the Spice production and drive the other Houses off the planet of Arakis.
On The Upside: Virgin's first stab at the Dune story worked surprisingly well.
On The Downside: The Dune story is about as trendy as wing collars and flares these days.
What're Its Chances: Fair.

ENTITY

Publisher: Loriciel
Author: Noel Billy
ETA: November

Briefly: Babes are so often misrepresented in computer entertainment, so it's a pleasure to see a heroine making an appearance, especially when she's this well equipped. The

Man versus monster (well, woman versus dinosaur) in Loriciel's very promising *Entity*.

appropriately entitled *Entity* has 100 screens spread over five levels of scrapping, blasting, running, jumping and puzzle-solving, with digitised and touched-up (honk) visuals and over five minutes of animated cinematic effects. *Entity* should have been written by Perfect Set (the team behind *Rookies*), it really should.
On The Upside: It looks lovely. And it's rare that you get to play with such a saucy main character.
On The Downside: It may prove too much to handle. Can Noel pull it off?
What're Its Chances: Good. We reckon there will many members of the male-dominated buying public keen to get stuck into this one. *Entity* will undoubtedly be one Loriciel's greatest hits to date.

F-14/F-18

Publisher: Psygnosis
Author: Ed Scio
ETA: Christmas

Briefly: A flight 'n' fight simulator from the author of *Armour-Geddon* and concentrating on the *F-14* and *F-18* with missions to complete within the scenario of the Gulf War. Exactly what those missions will entail has yet to be determined, but they will involve the destruction of land targets and other planes. Now there's a surprise. A final title has yet to be announced, too.
On The Upside: Potentially top notch with some genuine seat-of-yer-pants flying and combat.
On The Downside: It could miss the mark and fall between two stools like so many other flight 'n' fight simulators.
What're Its Chances: Good.

A flight sim with more of the flight and less of the sim – that's the aim of Psygnosis' *F-14/F-18*.

FLEET COMMANDER

Publisher: Internecine
Authors: Internecine
ETA: October

Briefly: A submarine simulation which happens to be the sequel to *Action Stations* (whatever that was).
On The Upside: Written by Commander Alan Zimm of the US Navy, so authenticity shouldn't be a problem. US magazines reckon this will be the Christmas Number One.
On The Downside: But this is the UK, and we seldom agree with our allies across the Atlantic. We can't ever imagine an out-and-out naval strategy game reaching number one, can you?
What're Its Chances: Average, but we'll be only to happy to be impressed by the finished result.

KGB

Publisher: Virgin Games Software
Authors: Cryo
ETA: October

Briefly: A visually superior cold war adventure from the team behind *Dune*. *KGB* is reminiscent of *Gorky Park*, but in terms of playability it has much in common with Infocom's *Deadline* and Interplay's ageing *Borrowed Time*, ie, be at the right places at right times to win. *KGB* is set in Russia at the time of Glasnost. You have been transferred to Department P of the Moscow KGB with the objective of spying on them to restrict their control and discovering who murdered Detective Golitsin. There are twists sharper than lemon around every corner, and a video recorder simulation monitoring the proceedings so your progress can be reviewed.
On The Upside: Murder Mystery. Intrigue. Suspense.
On The Downside: The time-sensitive play could turn out to be a bit of a time-waster.
What're Its Chances: Fair-ski. It will probably infiltrate the lower reaches of the charts but it won't rule supreme. *KGB* will undoubtedly appeal to the, ah... more mature players.

KRUSTY'S FUN HOUSE

Publisher: Acclaim
Authors: Audiogenic
ETA: October

Briefly: A platforms and puzzles pot pourri starring every Simpsons-lover's favourite clown, Krusty. Incidentally, there are many more Simpsons licensed wares to come... Next year we can expect to see *Itchy And Scratchy* (who now have their US show – hoorah!) and *Bart's Nightmare*.
On The Upside: Simpsons-mania has somehow endured, so this is one licence which doesn't miss the boat.
On The Downside: The playability sounds a little crusty.
What're Its Chances: Good, even though the name will only ring bells with fans of The Simpsons.

Simpsons hero Krusty The Clown – soon to star in his very own platform runaround.

Thwack! *Legend of Valour* pulls no punches in the graphics department.

LEGEND OF VALOUR

Publisher: US Gold
Authors: Dementia – Kevin Bulmer (Design & Visuals)
ETA: November

Briefly: 3D texture mapping and smooth movement finally make it to the Amiga. Imagine *Dungeon Master* with character interaction and knock-dead graphics, and you're half-way there.
On The Upside: It promises to set a wide range of new standards.
On The Downside: We haven't seen anything moving on the Amiga version yet. Speed is of the essence.
What're Its Chances: Very good, provided it runs fast enough to be playable.

LEMMINGS II

Publisher: Psygnosis
Authors: DMA Designs
ETA: November

Briefly: Oh no! Not MORE *Lemmings*? Yes, the sequel to *Lemmings* is almost upon us. Again. Sadly, Psygnosis are keeping details about this one very quiet. In fact they won't tell us anything. It has been said, however, that the Lemmings themselves will be larger on screen to give them more character, and the playability will comprise a similar blend of frustrating yet entertaining remote control mayhem.
On The Upside: It's a *Lemmings* game.
On The Downside: Part of the Lemmings' appeal was their size and suggested character. Making them larger may not work – provided that's true of course. And is more of the same in a different vein enough to stimulate the audience after *Oh No! More Lemmings*?
What're Its Chances: Very good. There's little chance that *Lemmings II* will set the world on fire in the same way its predecessor did, but DMA seem to be a more than capable bunch so we can't see it being a disaster.

LASER SQUAD

Publisher: Krisalis
Authors: Julian Gollop
ETA: November

Briefly: Eh? What? Yes, *Laser Squad* as in the Top 100 entry, only this one's a new version on CD. The gameplay will be identical ("It doesn't need improving"), although the playability has been tweaked eversoslightly – Julian Gollop has redesigned the interface for the mouse. Two artists have produced two three-minute introductory sequences, and in play you will notice the 32-colour visuals. Incidentally, Julian is currently writing *Laser Squad II* for MicroProse.
On The Upside: It looks better. And sounds better. And probably plays much the same, which is no bad thing.
On The Downside: It's only on CD.
What're Its Chances: Good – for CD owners, but no use at all for the rest of us.

LETHAL WEAPON

Publisher: Ocean
Authors: Mick West (Code), Don McDermott (Art)
ETA: Christmas

Briefly: It was *Lethal Weapon III* but now it's plain old *Lethal Weapon* to pave the way for potential software sequels (though Ocean are using III's film poster artwork on the box). The team behind the conversion of *Parasol Stars* are combining all the best bits from the three films in a run 'n' jump romp which looks vaguely *Hudson Hawk*-ish.
On The Upside: *Parasol Stars* was certainly well handled, and Ocean's *Hudson Hawk* had potential. Maybe they can get the platform genre cracked this time.
On The Downside: With licensing restrictions what they are it's not surprising that Mel Gibson's computerised image looks nothing like him. However that's no excuse for the rest of the product looking nothing like the films. It's too soft. Melanie Gibson in Little Weapon more like. And it's theoretically for the over-18s only.
What're Its Chances: Lethal. The name has it.

That's the way they like it, baby. They don't want to live for ever.

MOTORHEAD

Publisher: Virgin Games Software
Authors: In house
ETA: TBA

Briefly: The long-awaited Amiga-based exploits of heavy metal band Motorhead. "It's a beat-'em-up along the lines of *Golden Axe*," Virgin Games' Andrew Wright reveals. "The members of the band have left to do something else and it's up to you, playing Lemmy, to get them back together again for a final gig. You go through Karaoke land, Nashville Land, Hippy Land, Gothic Land, Hip Hop Land and Rave Land where floating E-Heads try to bite you. There are some interesting sub-games, like slapping an Oriental gentleman around the head with a fish, knocking over Stonehenge on to the hippies before they can float away, Grab-a-Groupie before they split from the gig, Trash That Hotel Room, and drinking lots of beer."
On The Upside: A beat-'em-up for the Wayne's World generation.
On The Downside: It may not be released this year – or ever, for that matter.
What're Its Chances: Not even Virgin seem to know.

MC KIDS

Publisher: Virgin Games Software **Authors:** Arc Developments
ETA: November

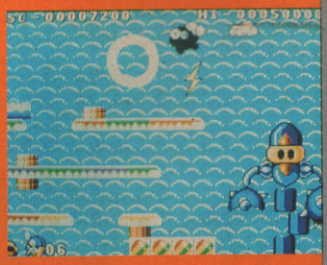
Briefly: This is about the famous fast food restaurant and two of its loyal customers, the MC Kids. The boys are enjoying a quiet (and wholly nutritious, of course) meal in their favourite restaurant when they are warped into another world of platforms and crazy creatures faster than you can say twoallbeefpattiespecialsaucelettucecheesepicklesandonionsallwrappedupinasesameseedbun.
On The Upside: They say there's a difference at McDonald's, but from the looks of things this is as close to Nintendo's *Super Mario Bros* as you will get on the Amiga (though Ronald only knows what it's got to do with McDonald's).
On The Downside: Judging from what's been done so far there's every chance it could turn out to be lean, stale, half-baked and lacking in sauce.
What're Its Chances: As healthy as any McDonald's Children's Meal.

Wet and wild – that's *Liquid Kids* from the programmers at Ocean France.

LIQUID KIDS

Publisher: Ocean **Authors:** Ocean France **ETA:** TBA

Briefly: Another cute run'n'jump romp from Taito. The hero's gimmick is his ability to shoot and burst bubbles full of water, a bit like *Bubble Bobble* only this one scrolls horizontally.
On The Upside: The arcade original's good, clean (literally) fun, and Ocean France have a reputation for creating class conversions – just look at *Plotting*, *Pang* and *Toki*.
On The Downside: It may not be released this year. Ocean are waiting for "the right window", which could mean *Liquid Kids* is released, now or tomorrow or possibly (gasp) never. Actually, there's no reason why it won't appear at a budget price at some time in our lives.
What're Its Chances: Fair. It looks the part but if it appears any later than October it will get swallowed up with the other licensed wares.



The much delayed *Liquid Kids* – still waiting in the wings down at Ocean.

FABLES AND FIENDS: THE LEGEND OF KYRANDIA

Publisher: Virgin Games Software
Authors: Westwood Associates
ETA: October

Briefly: A role-playing romp in the tradition of *King's Quest* but from the team who brought us *Eye Of The Beholder I* and *II* for SSI (incidentally, *EOTB III* won't be using the same system). *Kyrandia* doesn't concentrate on wizards, demons and hacking and slaying. In fact there are no weapons and hardly any time is spent spell-casting. So what → does that leave? An interactive fantasy adventure in the mould of *Alice In Wonderland* but which is nothing like it, apparently. There's environmental exploration and interaction aplenty, with dozens of characters to meet.
On The Upside: The style worked for *Lure Of The Temptress*.
On The Downside: No violence is all very sweet of Westwood but it won't help sell software in this violent world. The interactivity had better be something special to take the player's mind off that.
What're Its Chances: Not too bad, really.

It's got fables, it's got fiends, it's *Fables And Fiends: The Legend Of Kyrandia* from Virgin.

FREE DC!

Publisher: US Gold
Authors: Cineplay
ETA: October

Briefly: An adventure from →

Mega *meg (ə-)*, very big, **100%** Sega Mega Drive, comin' at ya on Thursday 17 September (that's soon). Magazine designed for all serious Sega gamesplayers. aka: the mag with the most, *The* guide to **Mega Drive and beyond...** Slogan: Got a SNES? That's you stuffed then. Philosophy: to be the best. From the makers of ***Amiga Power*** comes the ultimate guide to 16-bit Sega gamesplaying: essential news, in-depth reviews, gamesplaying guides and dirty cheats. Be part of it.

MEGA

100% PURE SEGA MEGA DRIVE...

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NOBBY THE AARDVARK

Publisher: Thalamus
Authors: Genesis Software
ETA: October

Briefly: From Northern Ireland's Genesis Software, the team that brought us *CJ's Elephant Antics* through Code Masters, comes a new platform romp, starring - you guessed it – Nobby The Aardvark in his search for Antopia where the ants and scantily-clad aardvarks will be his for the taking.

Nobby runs around eight worlds, spitting ants at bad guys, hot-air ballooning, taking an underwater swim and trekking through ancient Greece. There's a 3D section for which special 3D glasses are required, so those are provided in the box. (Blimey. Who could forget Postern's *Deep Space* eight years ago? Oh, you have.)
On The Upside: The 3D gimmick could be fun if only it actually works.
On The Downside: CJ wasn't exactly the most astounding of debuts.
What're Its Chances: Surprisingly good.

Vaguely reminiscent of *BC's Quest For Tyres*, *Nobby The Aardvark* is sure to score in the cute character stakes.

POPULOUS II CHALLENGE DISK

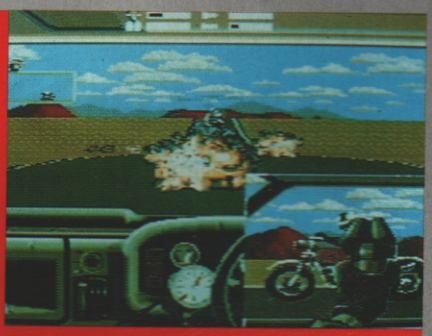
Publisher: Electronic Arts
Authors: Bullfrog
ETA: October

Briefly: A data disk which provides around 1,000 new time-sensitive challenges. For example, saving your population with limited resources (you might not be able to build a wall, say) for an imminent tidal wave. A new Japanese character set and redesigned sprites have been thrown in for good measure.
On The Upside: A new, more frenetic action-orientated angle for *Populous II* owners. And all for £14.99.
On The Downside: Ye gods, how much mileage is there in this concept?
What're Its Chances: Very good.

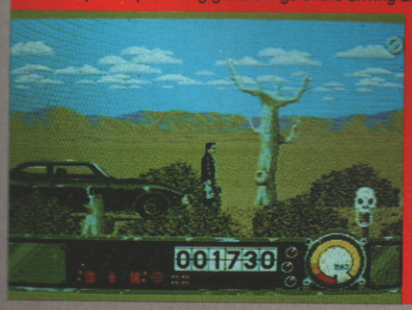
OUTLANDER

Publisher: Mindscape
Authors: Phil Harrison (Design), Jeff Gamon (Code)
ETA: October

Briefly: A Mad Max-inspired combination of a driving simulation and a shoot-'em-up. The story concerns a world rebuilding itself after Judgment Day. Two tribes have developed: the NewWorlders, who are trying to rebuild the world for the future, and the WasteLanders, who are scavengers. The WasteLanders have captured a NewWorlder capable of making Nuclear Weapons and are holding him on the other side of the desert. As a mercenary Outlander you decide to rescue the kidnapped scientist for glory – and cash. Mindscape are promising great things of the driving aspect. "There are lots of weapons on the car and it feels so good," says Phil Harrison. "It's very quick, even though there's a full 3D bitmapped world in there. You might see a biker behind you, so you slam the brakes on and he smashes into you and flies over the bonnet and you can drive over him. You can ram bikers, or shoot at them. You stop off at the towns to refuel and pick up equipment, but that's where you meet the other bad guys."



Shades of Mad Max in Mindscape's *Outlander*.



Jeff Gamon converted *Altered Beast* to the Amiga all those years ago.
On The Upside: It's not just another driving simulation, and the setting's straight out of Mad Max.
On The Downside: If it's not a recipe for success, then it'll be a stodgy mess.
What're Its Chances: Fair.

Wham, bam, thank you ma'am. *Outlander* rides into ultra-violence territory.

former Cinemaware person Kelyn Beck (he directed *Defender Of The Crown* and *Rocket Ranger*).
On The Upside: Er...
On The Downside: The PC version wasn't too hot but it's said improvements have been made for the Amiga so there's hope for it yet.
What're Its Chances: Ahem. Slim, to say the least.

HARRIER ASSAULT AV8-B

Publisher: Domark
Authors: Simis
ETA: November

Briefly: At last! The team who gave us two simulations of a Russian fighter *(MiG-29)* have turned their attention to one of Our Planes. *Harrier Assault AV8-B* is – shockingly enough – a full-blown simulation of the Harrier AV8-B in action. What you won't realise is that it's played as either a straight flight simulation or strategy simulation in which forces are sent across the landscape.

VTOL (vertical take-off and landing) comes to the Amiga, from the programmers of *MiG-29*.

Missions include bombing the accurately-mapped Indonesian islands.
On The Upside: It's a simulation of a VTOL aircraft, which should be novel.
On The Downside: There are quite a few out there who found the *MiG 29* sims rather tedious.
What're Its Chances: Good.

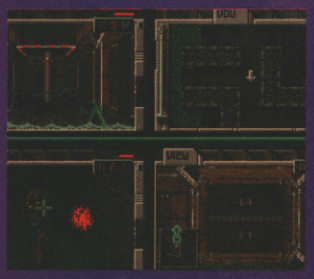
HERO QUEST II

Publisher: Gremlin Graphics
Authors: Paul Green (Design), Kevin Dudley

(Code) & Matt Furniss (Visuals)
ETA: November

Briefly: The original sequel to the best-selling conversion of MD Games' best-selling board-based RPG. *Hero Quest II* utilises a similar viewpoint but that's the only common ground to its predecessor. Now there are eight characters to choose from, more spells, more monsters, more atmosphere, a greater emphasis on visual and aural feedback, a more flexible points-based movement and action system, and less of the constraints imposed by the original boardgame.
On The Upside: Without the constraints of the boardgame, *Hero Quest* on computer makes a lot more sense.
On The Downside: But will it be too RPG-ish, and will anyone but Hero Quest fans want to play it anyway?
What're Its Chances: Very good.

HIRED GUNS



Another DMA product with a mammoth development time, *Hired Guns* offers four player fun.

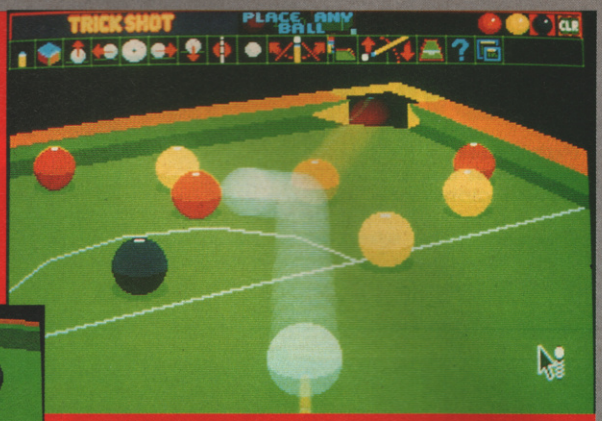
Publisher: Psygnosis
Authors: DMA Designs
ETA: Christmas

Briefly: It's A multi-player *Dungeon Master* game, with a sci-fi scenario to justify all that split-screen action.
On The Upside: Multi-player fun is definitely IN.
On The Downside: Well, you may not have three friends, and the tiny player windows don't really allow for much in the way of natty graphics.
What're Its Chances: Very good indeed. *Dungeon Master* /*EOTB* games are still popular, and the rise in popularity of multi-player games should ensure that *Hired Guns* satisfies most customers.

POOL

Publisher: Virgin Games Software
Authors: Archer Maclean
ETA: Late September

Briefly: Archer Maclean does for pool what he (and Jimmy White) did for snooker. The system used in *Pool* is a tweaked version of *Snooker*'s, so you should know what to expect. There's no name attached this time (how many famous pool players do you know?), but there are generic eight- and nine-ball pool to be played with English or American rules.
On The Upside: The tried and tested *Snooker* formula was a winner.
On The Downside: It depends how significantly different you regard pool from snooker.
What're Its Chances: Very good.



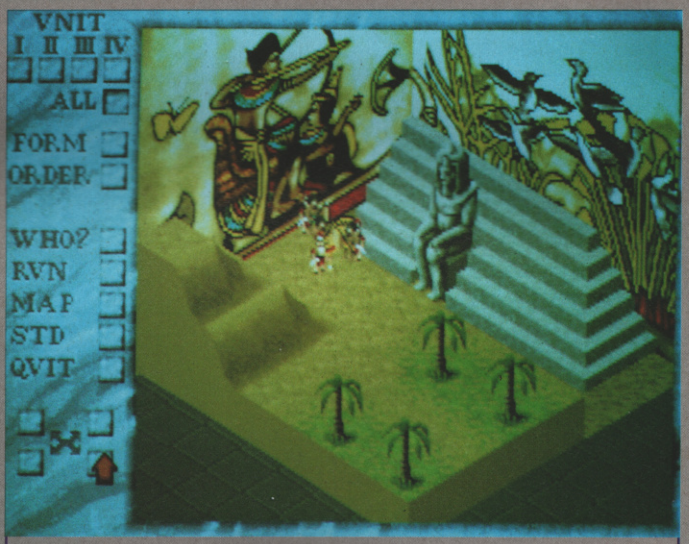
Above: Look at the speed blurs on that! Potting the red in Archer's *Pool*. Left: The balls in pool come complete with numbers and stripes. Ooh.

RAGNAROK

Publisher: Mirage
Authors: Imagitec
ETA: Late September

Briefly: A strategy simulation based on ye olde boardgame King's Table but with the pieces replaced by animated Norse gods. Sounds a little like *Battle Chess* and *Archon* to us. Top god Odin is the star of the show, with the Good side attempting to save him and the Evil side out to prevent that. Both sides must be played and won against a human opponent or one of the 12 computer-controlled ones.
On The Upside: The boardgame isn't well known, so *Ragnarok* will appear fresher than the average boardgame conversion.
On The Downside: They'll have to go some to make it sexy.
What're Its Chances: Fair.

Board-based conflicts featuring the same characters as Core's *Heimdall*.



Millennium's 3D system (as used in *Robin Hood*) gets transported to *Rome AD 92*.

ROME AD 92

Publisher: Millennium
Author: Stephen Grand
ETA: October

Briefly: The author of *Robin Hood* has tweaked its engine and poked it about a bit to bring us a simulation of one of the most interesting periods in history. The player is the lowly Hector, a slave in Herculaneum where a volcano is about to erupt. Hector has to get off the island and proceed to Rome where he can work his way through the trials and tribulations of becoming an emperor. *Rome* boasts a bigger map than *Robin Hood* and many new aspects, such as conquering villages.
On The Upside: *Robin Hood* was reasonable fun, so why not more of the same?
On The Downside: Despite the debauchery, the Roman period's hardly the sexiest of subjects for your average computer punter, now is it?
What're Its Chances: Fair.

Rome* if you want to. *(That's the second time I've fired you for that joke – Ed.)

ROAD RASH

Publisher: Electronic Arts
Authors: Peakstar, Rob Hubbard (Sound & Music)
ETA: November

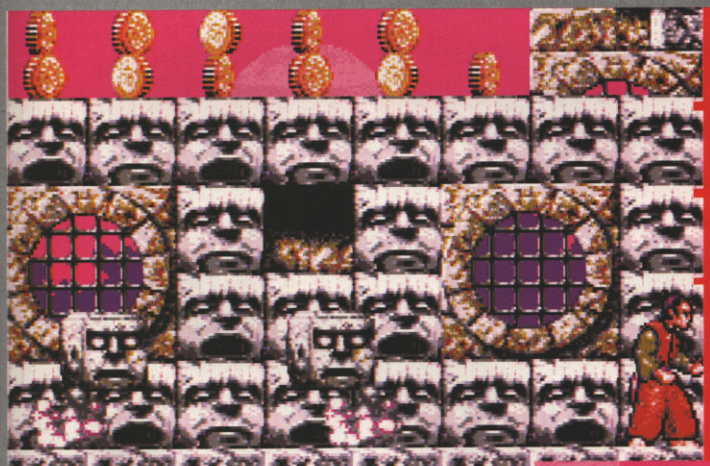
Briefly: A motorbike race 'n' chase simulation with plenty of kicking and thumping and clubbing across five road races. Watch out for the speed cops and listen out for digitised sound galore. The fact that Peakstar did *Moonshine Racers* for Millennium should be of little consequence.
On The Upside: It's not just another racing simulation as its enormous success on the Mega Drive showed.
On The Downside: They wouldn't really screw up the conversion, would they?
What're Its Chances: Good.

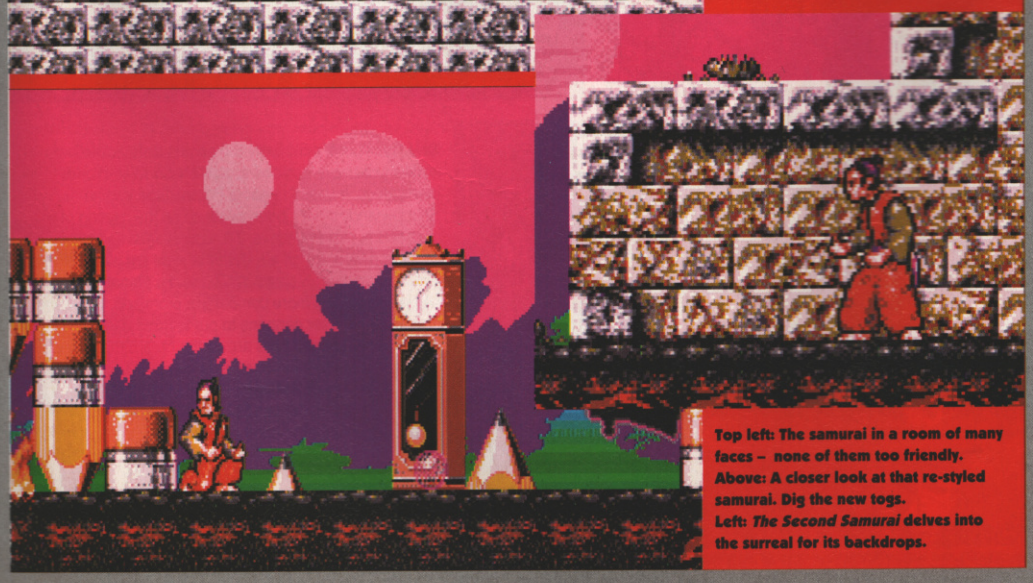
***Road Rash* – mad, bad and dangerous to know. But can Millennium pull the conversion off?**

THE SECOND SAMURAI

Publisher: TBD
Authors: Vivid Image Developments
ETA: Christmas

Briefly: The sequel to *The First Samurai*. This time the rucking and adventuring has a two-player bent.
On The Upside: Two player hacking with better graphics, faster movement, and lots more besides.
On The Downside: We certainly can't think of any.
What're Its Chances: Chop-notch.





Top left: The samurai in a room of many faces – none of them too friendly. Above: A closer look at that re-styled samurai. Dig the new togs. Left: *The Second Samurai* delves into the surreal for its backdrops.

INDIANA JONES AND THE FATE OF ATLANTIS: THE ACTION GAME

Publisher: LucasArts (US Gold)
Authors: Attention To Detail
ETA: September

Action, suspense, and neat set-pieces in Attention To Detail's interpretation of Indy.

Briefly: As *The Graphic Adventure* (below).
On The Upside: 3D isometric arcade adventures are few and far between...
On The Downside: ...but there's a reason for that. And despite the enormous potential, *Indy's Last Crusade Action Game* wasn't so hot.
What're Its Chances: Fair to good.

INDIANA JONES AND THE FATE OF ATLANTIS: THE GRAPHIC ADVENTURE

Publisher: LucasArts (US Gold)
Authors: Lucasfilm Games
ETA: October

Indy and his new sidekick Sophia, get ready to go up, up and away on another racey adventure.

Briefly: The man with the hat is back, only this time with a chick instead of his dad in an adventure based not on a fourth film (there won't be any more of those starring Harrison Ford) but a comic book. Those naughty Germans are in search of the fabled city of Atlantis in order to plunder its secrets. Indy's quest takes him to exotic locations in the Mediterranean, across the deserts of Cairo, through a Cretan labyrinth and ultimately Atlantis itself with all its mysteries. Three different difficulty paths to follow: Fists, Team and Wits. This represents the third (and hopefully final) appearance of *Indiana's Atlantian Adventure* in an AMIGA POWER seasonal round-up.
On The Upside: Lush locations, appropriate puzzles, and strong characterisation and plot (which has more twists and turns than, erm... a Rubik's Cube).
On The Downside: Lucasfilm Games' previous adventure, *Monkey Island 2: LeChuck's Revenge*, occupied 11 disks.

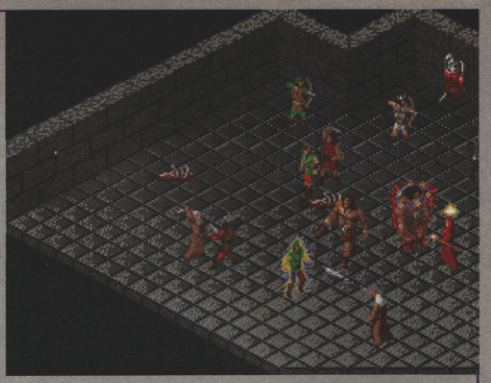
Having boarded the balloon, the game offers a stunning aerial shot of the landscape below.

There's little chance this will take up any less space. Worse still though, Indy's latest venture represents Lucasfilm Games' last ever standard Amiga release.
What're Its Chances: Indy-credibly healthy. *The Last Crusade* was a hit and an AMIGA POWER All-Time Top 100 entry. Having played the PC version we reckon it's got the

REALMS OF ARKANIA: BLADE OF DESTINY

Publisher: US Gold
Authors: Attic & Fantasy Productions
ETA: October

Briefly: The first title to be based on Germany's RPG series Das Schwarze Auge (which outsells D&D and AD&D over there by about four to one). Waddingtons are handling the board-based version over here. *Blade Of Destiny* features the usual mix of characters (Amazon, Warrior, Dwarf and Druid) plus a few uncommon ones (Nivesian, Norbardian, Moha and Novadi). There's (surprise) combat, but a novel twist is the introduction of negative attributes such as Fear and Greed



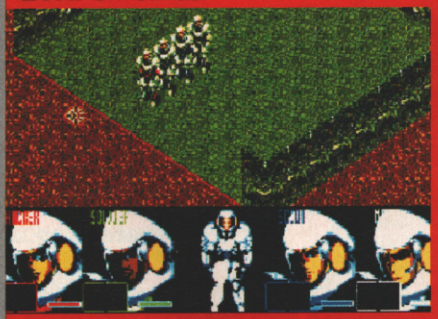
3D dungeoneering in the PC version of *Blade Of Destiny*.

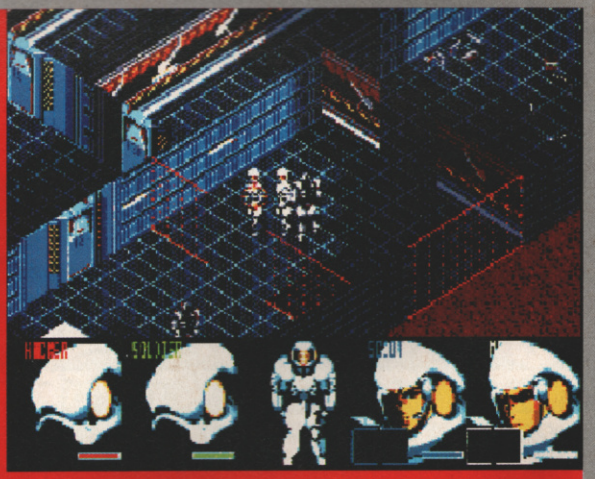
to accompany the usual Courage and Wisdom and so on. One hundred skill classes are on offer and include combat, craftsmanship, social intuition as well as experience. There are over 200 different spells, rituals and prayers, too, with no one character restricted to their use – they specialise instead.
On The Upside: Attic will be adhering strictly to the original and highly successful pencil and paper design, making minor changes to suit the home computer system – for example it utilises a combination of first-person and second-person isometric viewpoints.
On The Downside: Despite appearances to the contrary, it sounds rather technical, which will no doubt have the hardcore role players rubbing their hands with glee.
What're Its Chances: Good. Two million Germans can't be wrong. Well, they can, but that's another story.

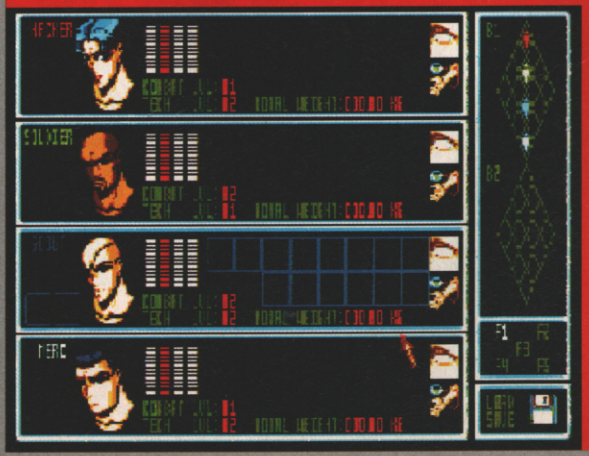
Outdoors, *Arkania* switches to first person perspective.

SHADOW WORLDS

Publisher: Krisalis
Authors: Dean Lester (design), Barry Costas (code), Mark Antony (art)
ETA: Christmas







Briefly: This is effectively the sequel to *Shadowlands*, and Krisalis have decided to publish *Shadow Worlds* themselves. It uses the same Photoscape engine as *Shadowlands* but it's been tweaked so the casting of shadows is more effective. *Shadow Worlds* sees four space marines are on a mission to wipe out alien lifeforms on a large space station and a planet's surface. Less puzzles and more combat are promised, with flame throwers and laser cannons to put to good use.
On The Upside: Aliens are all the rage right now.
On The Downside: *Shadowlands* wasn't exactly the most accessible of RPGs.
What're Its Chances: Spacious! It's more immediate than Electronic Arts' *Space Hulk* and appears to run deeper than Gremlin's *Space Quest*.

Top: Aboard one of the alien infested space cruisers.
Top left: Beaming down onto a nearby planet.
Left: The object screen, where weapons are built.

SNOW BROS

Publisher: Ocean
Authors: Ocean France
ETA: TBA

Briefly: A conversion of the cult fave arcade rave. It's effectively *Bubble Bobble* in a snowy clime but with a few appropriate twists and some neat cartoon visuals.
On The Upside: It looks and plays identically to its arcade parent – well, save for the absence of the simultaneous two-player option (it wasn't implemented because the action would have slowed down from the ideal running speed).
On The Downside: The lack of the two-player option is a trivial flaw, especially in light of the fact that *Snow Bros* may not appear this or any year. Well, it's bound to make it in budget form at some point, isn't it?
What're Its Chances: Good – provided it's released before it's overshadowed by the big stuff.

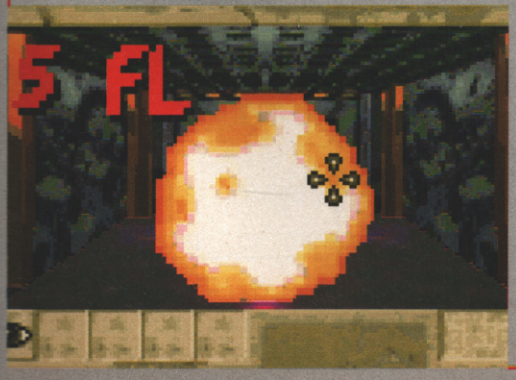
Top: Cute and cartoony, Snow Bros comes from Ocean France, the programmers of *Pang* and *Toki*.
Left: No two-player mode but (ahem) it snow pushover.

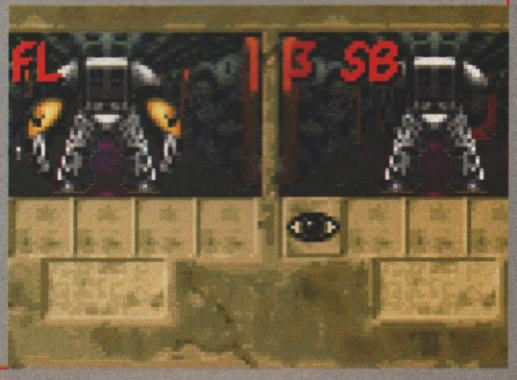
SPACE HULK

Publisher: Electronic Arts
Authors: Nick Wilson
ETA: Christmas

Briefly: The first release to stem from Electronic Arts' *Warhammer 40,000* licence with Games Workshop. Nick Wilson (of Imperium repute) is working closely with Games Workshop on the design. Rather than create an arcade adventure along the lines of *Space Crusade*, EA are aiming to present a boardgame feel but to make it far more technological and using 16-colour visuals. The gist is this: there are space marines on a large space station, with lots of mapping and aliens to kill, and multiple windows and read-outs and reports to consider.
On The Upside: The *Warhammer 40,000* series is a strong and popular name among the RPG fraternity.
On The Downside: But it could all be far too serious for the rest of us.
What're Its Chances: Good.

Definite echoes of Alien's visual style mixed with the boardgame sensibilities of the original Space Hulk game, Electronic Arts are certainly aiming for something a little different with this one. Tension is what it'll need to succeed.





potential to be Lucasfilm Games' best adventure yet.

KICK OFF III

Publisher: Anco
Authors: Steve Screech, Dino Dini
ETA: November

Briefly: Anco aren't giving much away. All that's known is the players will have inertia, turning circles and acceleration which apparently makes them a lot easier to handle. "Even I can play it," says Anco boss Anil Gupta.
On The Upside: There's a helluva lot of *Kick Off II* fans out there.
On The Downside: Sensible Software seems to have set a new benchmark. And do we really need another *Kick Off* game? Why should it take three attempts to simulate the sport?
What're Its Chances: Kickin'! The *Kick Off* cult is still going strong. Even though some members of the AMIGA POWER team can't stand *Kick Off*, there are some who feel that this could in fact kick *Sensible Soccer* where it hurts. Even the Sensible crew admit that, which is why they are working on a sequel of their own.

NICK FALDO'S GOLF

Publisher: Grandslam
Authors: Arc Developments
ETA: October

See that Nick Faldo? He plays golf he does *(I quit – Ed.)*

Briefly: The first product to use Arc's Reality3 ™ system.
On The Upside: We're still waiting for a golf game to excel in all areas. →

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PUBLIC DOMAIN

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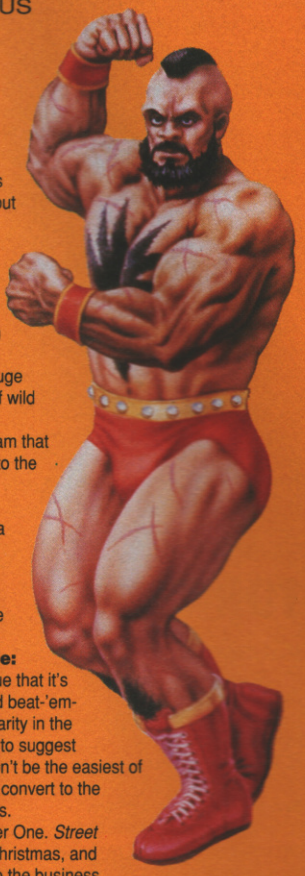
Huger than huge sprites, and more moves than Chuck Norris (with more realism too) – this is the arcade version of *Street Fighter II*.

In addition to a formidable array of martial arts techniques, characters also have special abilities – such as fire-breathing (yeah, right).

STREET FIGHTER II

Publisher: US Gold
Authors: Creative Materials
ETA: Christmas



Briefly: First it was on, then it was off, but now it's most definitely a Go Project, as they say. *Street Fighter II* is the scrapping sensation that's sweeping the nation. It features huge characters, plenty of wild moves and is being converted by the team that brought *Final Fight* to the Amiga.
On The Upside: The beat-'em-up is a perennial favourite, and the arcade original has fast become a worldwide success story.
On The Downside: Well, you could argue that it's just another drab old beat-'em-up, though its popularity in the arcades would tend to suggest otherwise. And it won't be the easiest of arcade machines to convert to the Amiga. In fact, if Creative Materials do manage to pull this one off, they'll deserve a few medals.
What're Its Chances: Smashing. The AMIGA POWER tip for this year's Christmas Number One. *Street Fighter II* is one of only two arcade conversions to appear for the starved Amiga owners this Christmas, and with the hullabaloo being kicked up over a certain console version this one will, as they say, do the business.

SUPERFROG

Publisher: Team 17
Authors: Andreas Tadic, Rico Holmes
ETA: November

Briefly: From the boys that brought us *Alien Breed* and *Project X*.
On The Upside: The trademark Team 17 slickness gets overlaid onto a cute platformer, featuring a lily-livered hero.
On The Downside: File along with the thousands of other cute platformers doing the rounds right now.
What're Its Chances: Bound to be a winner.

The character's certainly there, but the backgrounds are obviously still a little sparse. Still, *Superfrog* is unlikely to croak, and we're certainly hopping (arf) for something special.

On The Downside: But does anybody really care any more
What're Its Chances: Fairer than a fairway.

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Publisher: Gremlin
Author: Damien Hibbard
ETA: November

Briefly: Recreate and celebrate Nigel Mansell's recent (and extremely well-earned) winning

Aiming for the *Vroom* end of the racing market, *Nigel Mansell's WC* is promising mucho speed.

of the World Championship Grand Prix with a racing simulation which bears a passing resemblance to the likes of *Super Monaco GP* and *Vroom*. All 16 courses are present and correct, and speech sampled from the great man himself is promised in the tutorial. And mind those spectators!
On The Upside: The blend of polygons and sprites to present the high-octane action seems to be working well. Gremlin are aiming for a fun simulation, though not at the expense of technical accuracy. →

Can Gremlin do something new with *Mansell*, or will this be one driving game too many?

On The Downside: It's another one of those motor racing simulations.
What're Its Chances: Mansell-mendous. Nigel's name carries more weight this year than any other, and Gremlin are highly unlikely to tarnish his reputation with a duffer.

PANZA KICK BOXING II

Publisher: Futura (US Gold)
Authors: Loriciel
ETA: November

Briefly: The sequel to the attractive but tedious *Panza Kick Boxing*. And that's all that's known thus far.
On The Upside: It's bound to be an improvement on the first one.
On The Downside: *Panza Kick Boxing* looked hard but played more like Kiss Boxing. Loriciel will have to go some to make amends with this one.
What're Its Chances: Er, well, fairy 'nough, really.

ROBOSPORT

Publisher: Ocean
Authors: Maxis
ETA: October

Briefly: A sports simulation with a difference: the player directs the action against computer-controlled opposition. Robots are told what to do, when and where, and then the whole thing's replayed.
On The Upside: Future sports are always a laugh...
On The Downside: ...but rarely worthwhile, and this one certainly doesn't look like anything special.
What're Its Chances: It sounds novel but, how will the playability will work?

REACH FOR THE SKIES

Publisher: Virgin Games Software
Authors: Rowan
ETA: November

TERMINATOR 2

Publisher: Acclaim
Authors: Acclaim US
ETA: January

Briefly: No, this one's a conversion of the Bally Williams *Operation Wolf*-style blaster that's sweeping the nation's arcades with much success. Acclaim are promising a near-perfect conversion with all the original features bar the pair of fearsome cabinet-mounted guns.
On The Upside: The arcade machine shouldn't be too much of a problem to convert, and everybody knows what to expect on the gameplay side of things – there're no desperate sub-games and weak platform romps here. A year after its cinematic release the Terminator 2 name still causes quite a stir – this is one tie-in which isn't quite so time dependent.
On The Downside: *Operation Wolf* games haven't been fashionable on the Amiga since about 1989.
What're Its Chances: Excellent. The machine is a massive hit.

SUPER LEAGUE MANAGER

Publisher: Audiogenic
Authors: Anglosoft
ETA: October

Briefly: A footy management simulation with a difference – that being, the core of *Super League Manager* is its role playing element. It's superficially similar to other simulations of this ilk but the team statistics are by and large hidden from the would-be top manager. The teams of fictitious players have different personalities – some are calm and collected, some are more cantankerous than others and some get upset if they are underpaid or left out of the team. The more you play, the better you get to know them.

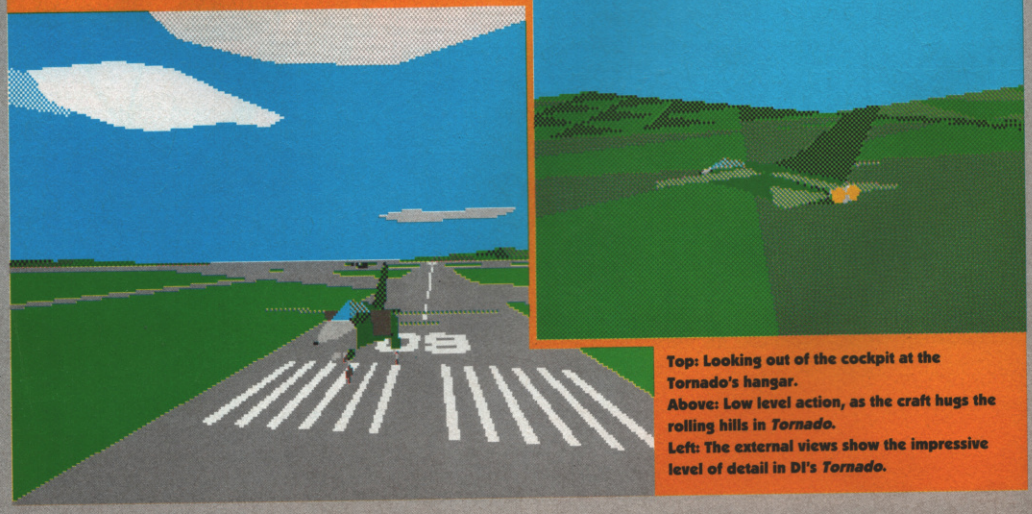
Decisions are made by paying heed to comments from your coach or trainer, much like the real thing. You start at the bottom of the fourth division with the long-term goal of becoming a manager of an international side – which means winning the first division three years on the trot.

When work began on *Super League Manager* three years ago, Lou Macari was the consultant but his association was cancelled half way through development. Still, apparently his information about day-to-day decisions was very good.
On The Upside: It's not the usual kind of footy management game.
On The Downside: But it's a footy management game nevertheless.
What're Its Chances: Not unlike Gazza's.

TORNADO

Publisher: Digital Integration
Authors: Digital Integration (design), Tony Hosier (code)
ETA: October

Briefly: A Tornado flight sim (surprise), featuring an extraordinary amount of ground detail, realistically mapped terrain, and a decent combat element.
On The Upside: Visually it immediately goes to the top of the class, and DI can always be relied upon to produce something convincing.
On The Downside: Digital Integration's simulations adopt a very technical approach. And will the Amiga be up to running all that detailed scenery at a playable speed?
What're Its Chances: Flight-tastic.



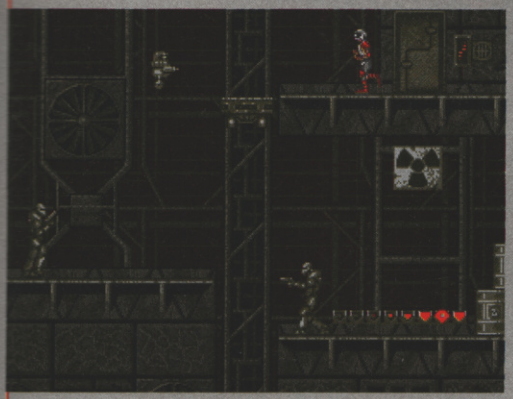
Top: Looking out of the cockpit at the Tornado's hangar.
Above: Low level action, as the craft hugs the rolling hills in *Tornado*.
Left: The external views show the impressive level of detail in DI's *Tornado*.

WALKER

Publisher: Psygnosis
Authors: DMA Designs
ETA: Christmas

Briefly: A shoot-'em-up from the boys behind *Lemmings*, with influences from the 2000AD comic.
On The Upside: DMA are a name to be reckoned with these days.
On The Downside: DMA's *Menace* and *Blood Money* were too tough and over-rated with it.
What're Its Chances: Unlikely to match the success of *Lemmings*, but promising nevertheless.

Under fire from above and below. Run for it!



Stage two takes place on foot in an underground industrial complex. It's got a pretty good atmospheric feel to it.

Dark and moody graphics and metallic sound effects give DMA's *Walker* a terrific Terminator style atmosphere.

WAXWORKS

Publisher: Accolade
Author: Mike Woodroffe
ETA: October 31st

Briefly: From the man who brought you the *Elvira II* adventure comes another adventure in a similar vein. *Waxworks* takes place in a waxworks museum, its different displays used to transport the player through time. There are mazes to be explored and people to meet include Jack The Ripper, the Egyptians, Burke and Hare and miners in a mineshaft.
On The Upside: The graphics are bound to be atmospheric.
On The Downside: *Elvira II* wasn't up to much.
What're Its Chances: As good (or bad) as *Elvira II*'s.

***Waxworks* – following on where *Elvira II* left off, with gore-spattered artwork to get your teeth into.**

Briefly: A complete re-enactment of the most ferocious struggle for air supremacy seen in World War II: The Battle of Britain. *Reach For The Skies* is effectively three simulations in one. You can play a pilot, a controller or both from a British or German point of view.
On The Upside: *Reach For The Skies* comes from the *Flight Of The Intruder* people (and, for the record, was originally to be released through Mirrorsoft).
On The Downside: We're not convinced it'll be fast enough.
What're Its Chances: Could be another *Knights Of The Sky*.

RAMPART

Publisher: Domark
Authors: Dave Chapman
ETA: October

Briefly: A conversion of the Atari Games cult arcade fave. It sounds as though it might be like Electronic Arts' *Castles* when it's in fact a sort of *Tetris* with a medieval theme and bells on.
On The Upside: Another multi-player bit of fun, with an added puzzle element.
On The Downside: Unlikely to be very deep or long lasting.
What're Its Chances: Fair, but Domark may have missed the boat on this one.

ROOKIES

Publisher: Virgin Games Software
Authors: Perfect Set – Andy Green (Code), Andy Jones (Pixels)
ETA: October

Briefly: A strategy simulation

Paintballing comes to Amiga, with real guns, real rockets, and lotsa violence in *Rookies*.

which blends many elements almost to the point of originality. In essence it's a Paintball simulation. →

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SUPER PLAY

Super Play. Catch the excitement for yourself. First issue October 1st.

Flying dangerously close to a Kilrathis's behind in *Wing Commander*. The Pilium missiles are activated, and the targeting system is about to get a definite lock.

WING COMMANDER

Publisher: Origin (Mindscape)
Authors: Chris Roberts (Original Design), Nick Pelling & Justin Garvanovic (Code)
ETA: September

Briefly: Take on the might of an alien empire in a bid to save the Earth, the only planet in this solar system which hasn't been overrun by the Kilrathi. Already a much talked about and played smash hit for the IBM PC and compatibles and originally touted as an Amiga cartridge product. *Wing Commander* utilises unique technology known as TMDraw™ for its 3D object manipulation. At heart it's a shoot-'em-up with 36 missions to play, your performance affecting the raging war. There's dogfighting, escort patrols and cinematic animated full-screen intermissions. Incidentally, author Chris Roberts wrote *Match Day* for Ocean.
On The Upside: The visual display on the PC was deemed ground-setting and the fact that it's been reproduced to good effect on the Amiga is not bad going. Mindscape reckon Amiga *Wing Commander* will occupy four disks at most, compared to the original's squillion.
On The Downside: There doesn't appear to be much meat. The rush generated by the speed of play was compensation for PC players with fast machines, but can Nick and Jus perform the necessary miracles on the Amiga?
What're Its Chances: Very good.

Let's just admire those 3D graphics shall we? You've never seen anything like this on the Amiga before. But just wait till you see everything moving in full 3D. Truly impressive.

WINTER CHALLENGE

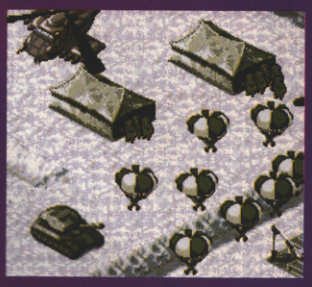
Publisher: Accolade
Authors: Mindspan
ETA: November 18th

Briefly: A wintry sports simulation converted from Accolade's best-selling Mega Drive version. The eight events on offer include the slalom, a ski jump, speed skating, bob sled, and cross country skiing.
On The Upside: There's little in the way of corky competition.
On The Downside: The Olympic buzz will be a barely audible murmur by the time *Winter Challenge* is released, and most of us will be sick to death of the whole thing.
What're Its Chances: *Winter Challenge* might well receive a cool reception.

WORLD CLASS CRICKET

Publisher: Audiogenic
Author: Gary Gray
ETA: November

Briefly: A long-awaited arcade simulation of one of the world's dreariest sports. In *World Class Cricket* the player gets to control everyone, from the left- and right-handed bowlers and batsmen (who are shown in close-up) to the setting of the field placings (shown from a helicopter-eye-view). There are test matches with all the teams provided plus limited overs and the facility to set up your own matches. "It's everything you ever wanted to do with a cricket game," says Audiogenic boss Peter Calver.
On The Upside: There's no stiff competition in this area, and Audiogenic are gaining something of a reputation for accurate, attractive AND playable sports simulations (witness Rugby: Five Nations and their forthcoming dual-display football game).
On The Downside: It's cricket. We hate cricket. But there are many Amiga owners who don't. The success of countless mediocre cricket titles proves this.
What're Its Chances: Fair. There aren't many (make that any) decent cricket simulations available for the Amiga, so *World Class Cricket* could become a yardstick. Really, there's no reason why a cricket game shouldn't work as well as a baseball game. (But then again, how many good computer versions of that are there?)



A fresh batch of armed troops drop into the warzone, ready to raise hell, in *Rookies*.

On The Upside: Everybody loves paintball.
On The Downside: But guiding little troops around a screen can only offer so much scope.
What're Its Chances: Good. It's the first simulation of its type.

SABRE TEAM

Publisher: Krisalis
Author: Rich Teather
ETA: November

Strategy and 3D isometric graphics are brought together in Krisalis intriguing *Sabre Team*.

Briefly: The hardest men in the world have infiltrated the Amiga. Yes, this is an arcade strategy simulation in the *Laser Squad* mould of the SAS (which is what it was originally called). Take a 16-man squadron split into four Sabre Teams (yes, that's where the title comes from) and re-enact five famous missions including the storming of the QE2 and the Iranian Embassy.
On The Upside: It's every guy's dream to be as rock-hard as a member of the SAS. Well, it's certainly ours.
On The Downside: Despite the 3D approach, it's not one for the fast-action boys.
What're Its Chances: Sales A Sertainty.

SHUTTLE

Publisher: Virgin Games Software
Authors: Vektor Grafix
ETA: October

Briefly: A full-blown simulation of piloting a NASA's Shuttle with on-help for the training mode and missions thrown in for good measure. Accuracy is almost guaranteed as *Shuttle* was developed over a seven man-year period with access to official US Governmental documentation. That would explain why they have incorporated 400 of the real thing's 1000-plus buttons.
On The Upside: It's as clinically comprehensive as any simulation buff could want.
On The Downside: It doesn't look as though there's much in the way of adrenalin-pumping action on offer.
What're Its Chances: It won't take off with a big bang but it's likely to remain in orbit for a long time.

SON OF ZEUS

Publisher: Thalamus
Authors: Bryan Van de Peer
ETA: December

Briefly: An FRPG with a Greek mythological bent. The objective is to find pieces of a tablet.
On The Upside: It's been so long in the making that it just has to be impressive.
On The Downside: It's likely to slip into next year.
What're Its Chances: Fair – but it's profile has been worryingly low so far.

SPACE INC

Publisher: Internecine
Authors: Internecine
ETA: October

Briefly: A space race simulation which has been developed in conjunction with 14 NASA scientists. That is all.
On The Upside: Internecine are sticklers for technical accuracy so *Space Inc* will be awash with 'realistic' features.
On The Downside: If it plays too seriously it'll be a drag .
What're Its Chances: Sims always seem to sell well.

WORLD CLASS RUGBY II

Publisher: Domark
Authors: Walking Circles
ETA: October

Briefly: A new improved, tweaked (etc) interpretation of Walking Circles' well received sports sim.
On The Upside: The original is still one of the most playable sports games around.
On The Downside: But how much mileage is there in the game? Just what can programmers Walking Circles do differently this time?
What're Its Chances: Good.

Shaping up for a second bash. Dare we say it looks scrumny? *(No, you're fired – Ed.)*

WWF II

Publisher: Ocean
Authors: Arc Developments
ETA: November

Briefly: The hunks of the World Wrestling Federation return to the Amiga, though Ocean still aren't sure which names will be involved yet. *WWF II* won't be a conversion of the ageing arcade machine, that's for certain, but there will be tag teams for one or two players.
On The Upside: "It'll be a lot better than the first one," says Ocean's Ken Lockley. Now that shouldn't prove too difficult...
On The Downside: It's not an easy task to recreate the gripping nature of wrestling on a home computer.
What're Its Chances: Excellent.

ZYCONIX

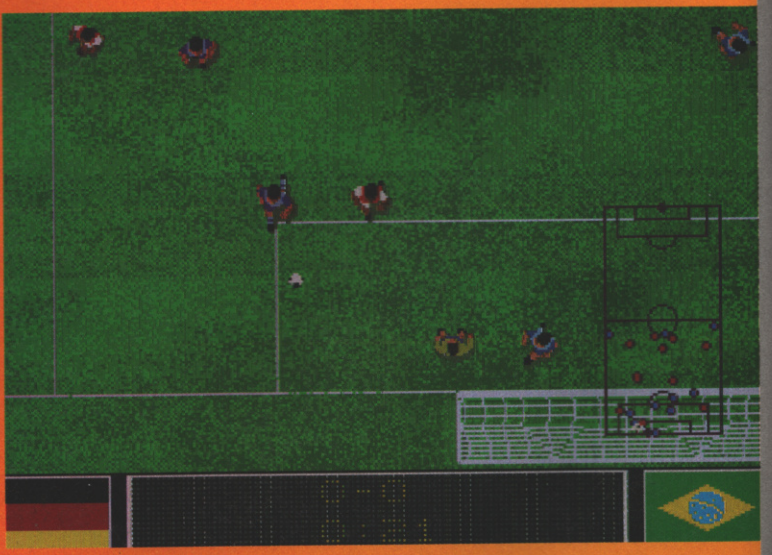
Publisher: Accolade
Authors: Miracle Games
ETA: November 11th

Briefly: Accolade's first UK-sourced project is loosely described as a cross between *Tetris, Arkanoid* and a few others. Incidentally, *Zyconix* is the brainchild of the team now handling *Apocalypse* for Virgin Games Software.
On The Upside: Amiga owners have been starved for puzzlers lately, except for the odd occasional appalling *Tetris* game.
On The Downside: It's another arcade puzzler, and they don't seem to be flavour of the month over here. Most of us play them and get our kicks but few of us actually seem to want to pay for the privilege.
What're Its Chances: Fair.

WORLD CLASS SOCCER

Publisher: Audiogenic **Author:** Graham Blighe **ETA:** October

Briefly: Another arcade action football simulation, only this one features the choice of overhead and side-on views at any time for the best of both worlds. There's also an action replay facility which allows you to look around the pitch so you can see who was doing what, where and when.
On The Upside: Two viewpoints to choose from could be useful.
On The Downside: For all its novelties, it's still just another footy sim. Those involved with *World Class Soccer* are *Kick Off* fans, but that's no guarantee it will be up to match fitness.
What're Its Chances: Very good.



Neat graphics, but another view is just a key press away.

Phew! That just about wraps it up. Of course, remember that some games may well slip into the new year, and other products may creep up on us without warning. Whatever, it's going to be a busy few months. Stay tuned to this channel, for all the essential Autumn reviews.. ●

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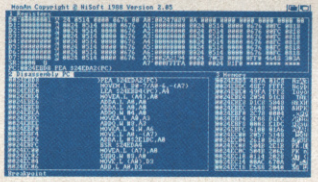

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THE SECRET OF MO

By now you should have managed to work your way through the first part of good o Gareth

COMPLETE control

Space is short this month, so without further ado, let's dive straight in...

And this'll be Wally then. Just hanging around in good old LeChuck's prison.

PART TWO (continued) – Rapp Scallion's Map

This is buried along with its unfortunate owner in the crypt in the Scabb Island cemetery. Buy the saw from the shop and take it to the laundry on Scabb Island. Look for the "three men of low moral fibre" sitting on on the ledge and use the saw to cut off the wooden leg of the man on the right. When you leave, he will wake up and scream blue murder, attracting the attention of the woodsmith. This will allow you to enter the woodsmith's hut and take his hammer and nails.

Discover the joy of hex in the Phatt Island library (but do it quietly).

Sail to Booty Island and enter Stan's Used Coffin Emporium. Ask Stan to demonstrate the deluxe model, and when he climbs in, close the lid and quickly use the hammer to seal the coffin. Take the crypt key.

Go to Phatt Island and enter the mansion. Distract the guard at the bottom of the stairs by telling him about the three-headed monkey and enter the Governor's bedroom. Use any library book in order to get the book of famous pirate quotations from the bed. On your way out, enter the library, look up 'Recipes' and take out the book called 'The Joy of Hex'.

Return to the cemetery on Scabb Island and use the key to enter the crypt. Match the quotations in the book to those on the coffin lids to work out which coffin Rapp Scallion is in. Open it, look at it and take some ashes. Visit the Voodoo Lady in the swamp and examine the jars on her shelves until you find the one marked 'Ash-2-Life'. Ask her about it and she will use the ashes and the book to make you a batch. Go back to the crypt and use it on the ashes to resurrect Rapp Scallion.

Eventually he'll tell you he can't rest in peace because he thinks he left the gas on. Use the key he gives you to enter the Steamin' Weenie Hut on the beach and use the knob to turn off the gas. Go back to the crypt and he'll give you his part of the map.

Afterwards

Go to the library on Phatt Island and open the lighthouse. Take the lens and give it to Wally on Scabb Island to use as a monocle. Show him the map and he will agree to help you after you pick up his love potion from the voodoo lady. Do as he tells you, but while you're in the swamp LeChuck will capture him. Take the bag from the Voodoo Lady and open it to get the love bomb and the matches. On your way out of the swamp you'll see a crate on the shore. Open this and climb inside to be taken to LeChuck's fortresss.

PART THREE – LECHUCK'S FORTRESS

You'll climb out of the crate at the entrance to LeChuck's fortress. Walk all the way right until you reach the jail, look at the cell and talk to Wally. Go back to the signs and enter the back tunnel – either direction will do.

The next section is a logic puzzle. If you look at the spit-encrusted piece of paper you'll find written on it the lyrics to Guybrush's dream. Ignore the first room and walk straight through.

From the second room, look for a stone carving which matches the description given in the first verse of the song. If you find it, push it and then walk through it. You should still be in the maze. If you don't find such a carving, keep walking until you do find it.

Next, look for a stone carving which matches the second verse, push it and walk through. Do this for the third and fourth verses and you should find yourself standing in front of a massive door. If at any stage you find yourself back in the room with the signs, you've made a mistake and will have to start the process again from the beginning.

Assuming you can make it to the door, ignore the locks and simply open the door. Walk through to the throne room and take the key. You'll be captured and thrown into LeChuck's torture chamber. When the candle starts to burn, use the crazy straw on the green drink to gain the power to spit (about the only thing you can do when you're swinging from the ceiling by your hands!). Spit once at the shield on the right of the screen, once at the pan at the bottom and again at the shield. This should put out the candle, allowing Guybrush and Wally to escape.

Use the matches to discover that you're now in a room full of dynamite. The resulting explosion will destroy the fortress and blow you to...

PART FOUR – DINKY ISLAND

You'll land on the beach. You can talk to Herman Toothrob, but don't waste time trying to solve his philosophical riddle as it's irrelevant. Open the boxes and barrels and give the cracker you find to the parrot, who will reveal the first part of the route to

Above: Oh no, it's a huge door with loadsa locks! Whatever shall we do now? Er... well why not just open it?
Left: Serious cooking accident.

MONKEY ISLAND 2: LECHUCK'S REVENGE

(gasp!) finish the game. How's that for helpful, eh? Don't say we never do anything for you.

od ol Gareth Clark's complete solution. This month we actually show you how to

the treasure. Make sure you pick up the crowbar, the martini glass and the bottle. Enter the jungle and take the left-hand fork. Walk until you find the bag hanging from the tree. Use the crowbar to break the bottle and use the broken bottle to slash the bag. Take the box of instant cracker mix which falls out and go back to the beach. Fill the martini glass with water from the ocean and use the whisky still to remove the salt. Use this water with the box to make two more crackers.

Go back into the jungle and go right this time until you reach the pond. Take the rope off the crate and remove the nails using the crowbar. Open the crate and

Mmm, just where could the resting place of Big Whoop be hidden?

take the dynamite. Head right two screens until you reach the parrot. Give him a cracker and follow his directions until you meet him again. Give him the final cracker, do as he says and you'll find an enormous 'X' in the ground. This is the resting place of the treasure of Big Whoop.

Use the shovel to dig until you hit cement. Use your last match to light the dynamite and throw this in. Enter the hole. Tie the crowbar and the rope together and use them on the twisted pieces of metal above your head to swing across to the treasure chest. The next littled section should seem strangely familiar...

When you find yourself in the dark, scan the cursor around on the right-hand side of the screen until you find the light switch. Turn it on and prepare for a surprise! After LeChuck has finished posing you'll realise that he cannot actually harm you, just annoy you, and you can get down to the serious business of killing him.

Defeating LeChuck

As in the first section of the game, you'll need to make a voodoo doll to defeat LeChuck. The basic idea is the same – you'll need four objects...

– Something of the Dead

Walk as far right as you can and enter the room with the two skeletons. The object you need is in the skull of the skeleton on the right. Make sure you take the hypodermic syringe from the drawer and the surgical gloves from the bin.

– Something of the Body

Simply use your clean white handkerchief on LeChuck and take it back after he has blown his nose on it.

– Something of the Head

Enter the room with the boxes and take the helium balloon and the doll. Go to the helium tank in the next room, and blow up the balloon and both surgical gloves. With these you should be light enough to operate the lift. Call the lift, enter it and wait for LeChuck to appear in the doorway. When he does, pull the lever and you should trap his beard in the lift door.

– Something of the Thread

Enter the room with the grog machine and use the coin return lever. A coin will roll across the floor and LeChuck will stop to look at it when he comes in. When he bends over, quickly pull his underpants(!).

Place the skull, the hankie, the beard, the underpants and the doll in the JuJu bag to create a voodoo doll. Wait for LeChuck and stab the doll with the syringe. Chase him and do it again. When you get the chance, rip the leg off the doll.
And that's (almost) it! ●

Above left: Uh-oh.

Above: Polly want a cracker. Give it what it wants and it'll tell you where the treasure is.

Below: Just shut the door on LeChuck and trap his beard to make the voodoo doll.

Above: When he do that voodoo that he do so well. LeChuck gives Guybrush a stressful time near his parents' skeletons. Right: But he finally defeats LeChuck by getting him legless.

LURE OF T TEMPTR

We thought it was about time we sorted out a playing guide for Virgin's *Lure Of*

SECTION ONE – Escaping from the dungeon

1 To escape from your slimy cell, shed some light on the problem with the torch! As you try to get the torch, it falls onto your straw bedding and sets it alight. Now move over to the corner of the cell by the door and wait for the Skorl guard to walk in. Once he's in, he'll go over to investigate the fire. Walk out through the open cell door, then close and lock it. The sad old Skorl is now well out of the way and frazzling in the cell fire!

2 Now walk through to the guard room and pick up the 'dusty green bottle' from the floor. Take it over to the barrel and 'use' it with the tap, filling it up with the Skorl liquor.

3 Go back into the outer cell where you'll find the prisoner Wulf hanging on the wall. Give him the bottle of liquor to drink and he'll tell you about how he was arrested in a plot to overthrow the Skorl. More importantly, before he snuffs it he'll tell you about the escape route out of the dungeon, and about the girl Goewin and the Blacksmith whom you must find in the village after your escape.

4 Walk back through to the guard room, and pick up the knife from on top of the barrel. Find the sack in the corner and use the knife to open it. Among the waste you'll find a coin.

5 Continue through the guard room into the torture room. On a rack in the corner you will see a serf strapped down with leather cord. Use the knife to cut the cord and release the serf. He thanks you and announces that he's Ratpouch your loyal servant.

6 Go back through the guard room into the outer cell.

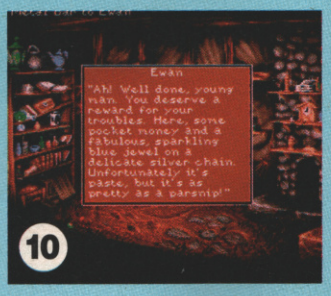
7 Remembering Wulf's advice on the escape route find the loose bricks at the base of the right hand wall. You don't have the strength to move them, so tell Ratpouch to either pull or push the bricks. This opens up the escape tunnel. Follow him through.

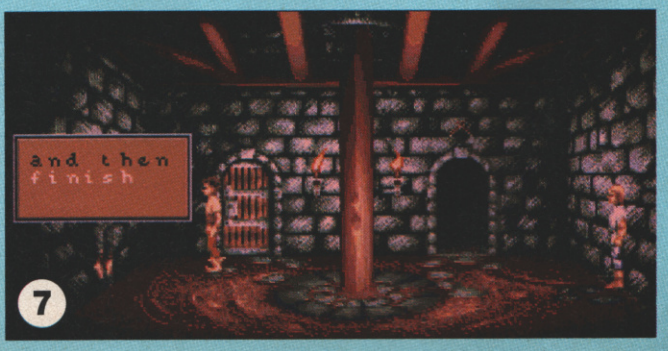
SECTION TWO – The village

8 Walk from the base of the sewer into the village. Go left, and up to the castle gates. Now walk left. You can hear the clang of the blacksmith's in the background. Eventually you'll reach the town hall. The sound gets closer. Walk down to the market place. Walk left into West Street in front of the Severed Arms.

Turn down through the gate which takes you into Smithy Street. Enter left into the blacksmith's. This is where you'll meet Luthern the blacksmith. Be sure to tell him that you've escaped from the Skorl. Don't forget to pick up the tinderbox from the floor.

9 Go into the Magpie tavern in Magpie Courtyard. Find Morkus and talk to him. Not having much luck? Bribe him, and he'll tell you that Goewin was taken prisoner to the town hall by the Skorl.





THE RESS

Squires has done just that.

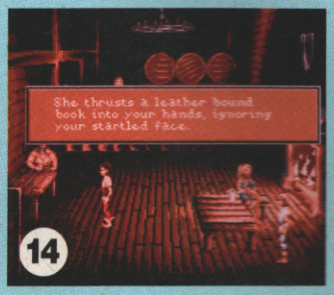
***The Temptress.* So good old Matthew**

10 If you come across a character called Mallin, accept his offer of a job. Take the large heavy metal bar he gives you to Ewan the shopkeeper in the market place. Give Ewan the metal bar and he'll reward you with a few groats and a sparkling jewel on a silver chain. What do you do with this jewel? Take a good look around the signs in the village.

11 In return for the long lost Turnvale jewel you'll be given a flask full of something that you're told will keep you warm at night! Don't even try to drink it. But someone's going to have to drink it, because the flask must be empty!

12 Go back to Luthern's and give him the flask of Old Willie's Winter Warmer. He's the only person who can drink it. Talk to him and he'll tell you that you should find Grub and ask him about the black goat.

13 Go to the Magpie Courtyard where you'll find an old beggar, Grub. He'll tell you that you need the assistance of Taidgh the magician and give you a lockpick. Now you need to find Taidgh's house.



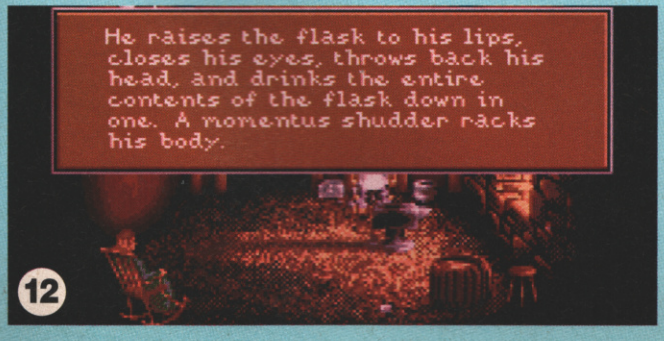
14 Enter the Severed Arms. Talk to Gereint the landlord. Eventually the obnoxious old toe rag will tell you that Taidgh's house is in the market place. It's apparently empty and Taidgh is long gone. Talk to the girl, Eilain. Ask her about Taidgh and she'll surprise you by handing over his leather bound diary. Be careful of her, she's a bit dodgy!

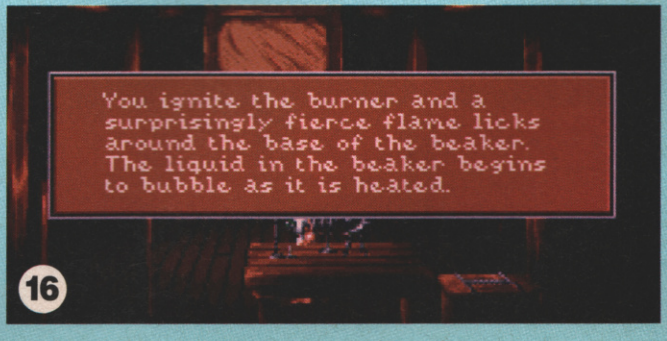
15 Read Taidgh's diary and go to his house in the market place. You'll find it's locked. Having problems with the lockpick? Give it to someone with nimble fingers and tell him to unlock the door. Make sure you time it just after the Skorl has checked Taidgh's house. You don't want to be caught, not after getting this far!

16 Enter Taidgh's house. Look carefully at the apparatus on the table – you need it to make the magic potion Taidgh talks about in his diary. Find the oil burner and use the tinderbox to light it. Then find the tap and pour the potion into your empty flask. Drink the potion. Hey presto! You turn into Selena. Leave Taidgh's house.

17 Go to the town hall in your disguise. Open the door which is guarded by the Skorl. Enter the hall and talk to the Skorl guards, commanding them to release the girl. When Goewin is free, leave the town hall.

Does Diermot keep those shapely curves forever? Will he overthrow the real Selena and her hoards of halitosis mutants? Tune in next month, and find out in the concluding episode of Temptress: the voyage and confessions of Diermot, a man in a woman's body, going where no other adventure hero has gone before. ●





Continuing our grand tour of Mr Braybrook's excellent *Fire And Ice*, this month we reveal the maps of the Scotland level, and the creatures which roam its wild lands.

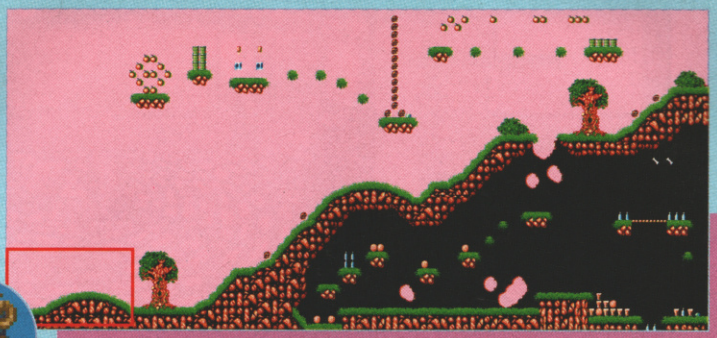
MORE INDIGENOUS CREATURES

SCOTLAND

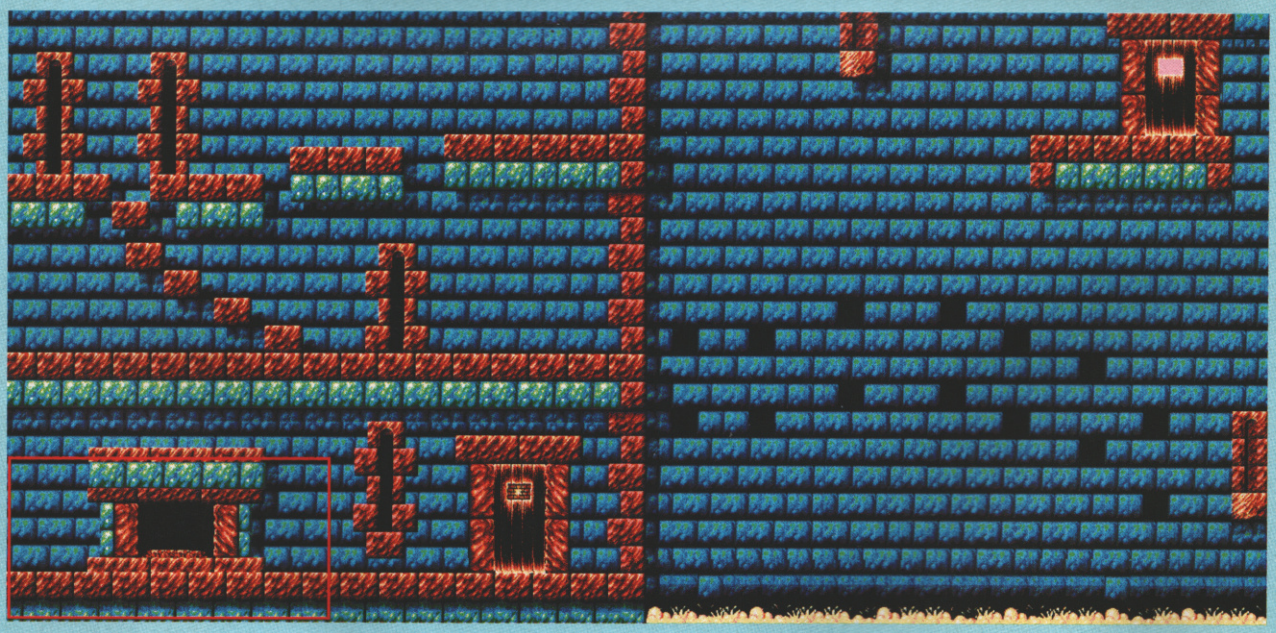
MOUSE
Fast, timid creatures, living underground or inside the castle. They don't like the wet or the cold.
Hits to freeze: 2. 150 points.

BEAR
The main worker within and around the castle. Carries a short sword and a shield to protect itself from enemies. Bounce shots underneath its shield or hit it from behind.
Hits to freeze: 1. 100 points

HARE
Overground dweller. Lives outside the castle, occasionally going underground for shelter. Its main defence is in its ability to make strategic withdrawals at a moment's notice, which is like running away, but with dignity.
Hits to freeze: 2. 100 points.



BAGPIPE SPIDER
Very rare creature hunted by the Kilts, almost to extinction, to be used as a weapon of music.
Hits to freeze: 2. 150 points.

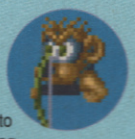


FIRE A

TREE DWELLING HAIRLESS SPORRAN
Hunted for their fur, the sporrans bacame all but extinct. Only the rare hairless variety now remain, and are they mad! These creatures are very vicious when disturbed. Normally they live in hollow tree stumps to protect them from chill winds. They live in small colonies and attack en masse.
Hits to kill: 1. 25 points.

KILT
Owners of Castle Maclean, they are small hairy creatures.They eat only porridge or small haggises.
Hits to freeze: 1. 150 points.

ARCHER
The Archers of Maclean castle are very mean with a bow and arrow, and quite handy with a snooker cue too. Related to the bears, but more cunning.
Hits to freeze: 3. 400 points



CROCODILES
These infest the moat of the castle and open their mouths regularly to catch any unwary passers by.

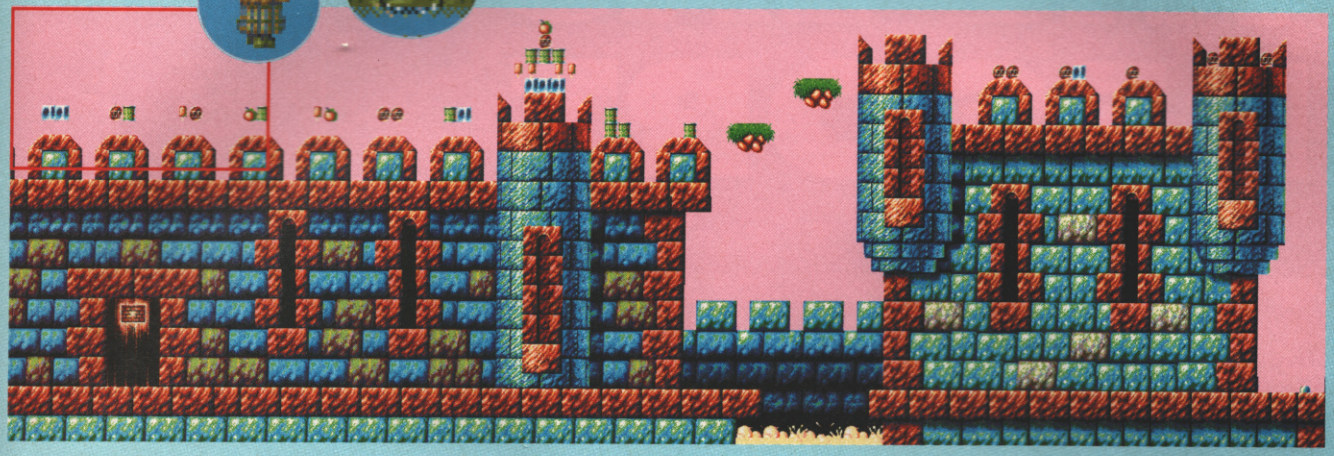
NESSIE
A much maligned creature of Loch Ness. Beware of the poisonous barbs on its back.

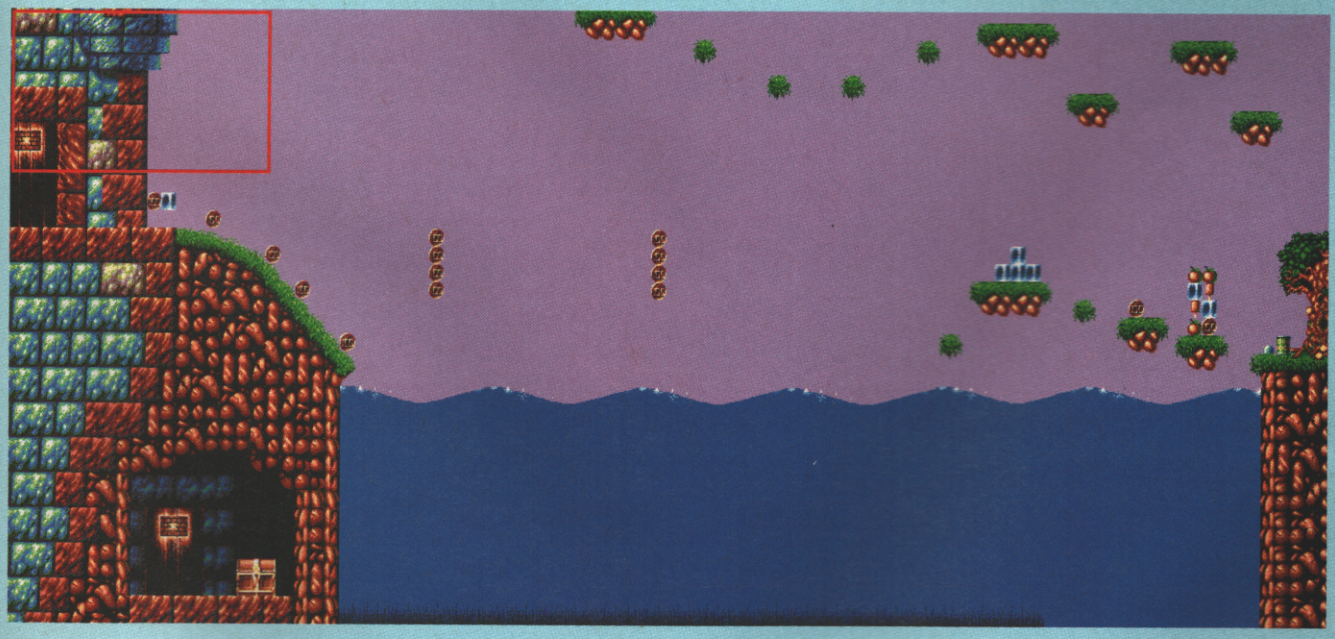
FISH
Hangers-on of the Nessie fan club, these leap from the water to grab small insects (and, of course passing coyotes) from the sky above.
Hits to freeze: 1. 50 points.

EAGLE
Lord of the skies. Difficult to hit when flying at high altitude. Hits to freeze: 1. 200 points.

Other hazards include the boiling porridge, the exploding fire, the wall of death, thunderheads and the swinging chandeliers.

Join us next month for part three of our *Fire And Ice* Expedition. ●





ND ICE

STYMIED?

Then you need...

THE LAST RESORT

with Jonathan Davies

Remove your head from that trouser press! Jonathan Davies dispenses advice like there's no tomorrow...

The Last Resort is divided into three sections. First there's the pitifully small selection of your queries that I'm actually able to answer by myself. So few in number are they that they don't even merit a title of their own. Then there's the embarrassing part – Loose Ends, where all the questions I'm unable to answer get put. If you can help with any of them, please do write in. Finally there's Cases Closed – Loose Ends from previous months resolved by some of our more clued-up readers.

HOOK

Q "I've given Jake two mugs of cocoa, but to no effect. Do I give him another, and if so where do I find it?"
Simon Bird, Whiston

A It sounds very much as if you've found the two mugs in the Crossed Swords, but you've missed the one in the Bait And Tackle. As you suspected, you'll need to give all three to Jake to make him fall asleep.

Q "How do I get past the water sequence?"
Paul Ramsey, Dundee

A Examine the clam shell, use the pole on the pulleys, then use the shell.

LURE OF THE TEMPTRESS

Q "I've been told I have to find Taidgh the Magician, but I can't."
James Hubbard, Wakefield

A As far as I can work out, you don't actually have to find Taidgh at all, but see Matthew's tips for the game on page 70 for full details.

FANTASY WORLD DIZZY

Q "I can't find the church where the last key for the lifts is supposed to be. And am I supposed to kick Dozy into the sea?"
R Whitehead, Coalville

A The church is by the well. Use the barrel to climb onto the roof and into the building. As for Dozy, by all means kick him once you've got the sleeping potion, but really, why do you want to be so nasty?.

THE SECRET OF MONKEY ISLAND

Q "We've wandered around the Monkey Head for hours, but to no avail. What are we supposed to do?

CASES CLOSED

This is the bit where everyone writes in and shows me up for the fake I really am by answering all the questions that had me stumped.

MAGICLAND DIZZY

Q Joanne Sutton had a simple enough query: is there a cheat mode?

A "Pause the game and type in 'Diamonds and pearls'."
Graham Spiller, Bristol

LEGEND

Q G O'Donnell of Preston was having ornate key problems.

A "There are actually five ornate keys, four of which you should have found already. Four are needed in the room with four switches, and the fifth to get out of the dungeon.

Anyway, in the room you're in there's only one damage rune you can actually hit. Fire Missile, Damage at it followed by a Missile, Damage, Damage spell. You should now be able to push the switch – do so. Fire Missile, Damage and pull it again. Fire Missile, Missile, Damage and pull the switch again. Then repeat from the 'do so' bit. You should then be able to continue. (Make sure you have the silver key with you, though.)"
Stuart Lucas, Bromley

EYE OF THE BEHOLDER II

Q Jason Watson of Hinckley, if you remember, had come to a dead end in a room with nine pressure pads.

A "To open the door, place five items on the pads in an X-shaped pattern. As you walk towards the door it will open.

Be warned, though: the door leads to about eleven Margoyles, which you may find tricky, especially as you are unable to rest. There are a few secret doors around (hint – there's one just inside the door area) and some illusionary walls. Look around and you should find a chamber containing a Darkmoon key (which opens that second lock), some potions, some Fireball orbs and a few other items."
Alex Parley, Maulden

FUTURE WARS

Q Ben Roberts of Barnstaple was baffled by the numeric door lock. (If it's anything like the one here at Future Publishing, I can sympathise.) *(We were wondering why you spent so long out in the car park every day – Ed.)*

A "Use the OPERATE command and click on the first digit of the code. Quickly use the operate command again and click on the second digit. Repeat this sequence until the roof stops. You'll have to do this quickly or you'll be squashed!"
David Jones, Braunton

LOOSE ENDS

I know. Pathetic, isn't it? I couldn't answer any of these questions. If you can, please write in and help a stranded reader. And speaking of stranded readers, here they come now...

Q "I'm stuck in WONDERLAND. I don't know which container to use to get the treacle out of the treacle well."
Lisa Cuckow (aged 11)

Q "I'm stuck in LEGEND in level one of the dungeons in the ancient city of Fagranc. I need a gold, a bronze, a diamond or a ruby key, but I can't find them. In one of the rooms there's a chest, but I can't reach it because there are teleporting stones in front of it."
Dries Terryn, Kortrijk, Belgium

Q "Does anyone know a cheat mode for JAWS?"
Matthew Hinchliffe, Colne

Q "I'm stuck in LEGEND, too, on level one of the Creyndor. I can't get the chest open in the form full of teleport spells as there seems to be a teleport spell in front of it."
Dave Russell, Bristol

Q "On FIRST SAMURAI, I've killed the baddy at the end of level eight but I can't find the exit. What am I doing wrong?"
Stephen Moore (aged 11)

Q "I'm stuck in D/GENERATION. There's a man called John of Maryland who's meant to give you a password for a door, but he just tells you about "black wings coming across the desert" etc. What's the password?"
J Brooker, Newcastle

Q "I've got a problem with DEUTEROS. When the Methanoids attack they always have more ships and power than me, so they end up destroying all my ships and taking over Earth City. What should I do?"
A D Feather, Monmouth

Q "Can you help me on Mayhem level five of LEMMINGS? I can't get the lemmings to go up the last bit because the bridge is too short."
Stephen Moore (aged 11)

Q "In CONQUEST OF CAMELOT, what do I do when I'm about to go into the desert at Gaza. I went with the boy *(Did I say anything? – Ed.)* and talked to the old man. Then I go out and the guide is there. What do I do?"
Steven Greenholgh, Dapto, Aust

Q "How the dickens do you rescue the seals in the fire level of CAPTAIN PLANET?"
Anon

Q "I'm unable to get out of the the king's castle on level one of LEGEND. I need to buy ingredients. I'm in the room with a weapons rack in the middle and two doors that will not open. There's a sign that reads 'Put all the weapons on the rack.' I've done this, but the doors still won't open."
Chris Thomson, Northampton

Q "And me! I'm in a room at the end of level one of the dark tower. There's a teleport rune in one corner, a river down the middle, two switches (on the other side) and some circles on the floor. What do I do?"
Stuart Lucas, Bromley

Q "How do I get past the guard at the castle in SPIKE IN TRANSILVANIA? I've tried walking up to him with the bag of gold but it just doesn't work."
Hywel Rees, Cardiff

All things considered, I suppose I didn't do too badly this month. (Relatively speaking, of course.) If you've got a question, or the answer to a Loose End, I'd be very pleased to hear from you. If it'll fit onto the back of a postcard, I'd be even more pleased. The address to write to is (as ever):
The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. And, for tradition's sake, don't forget to mark your Question or Answer "Question" or "Answer". (Or "Both".)

Where on earth are we supposed to go next?"
Craig Blackthorn and Tony Stevens, Wakefield

A Aw, go on then, just for old times' sake. You'll need to get the navigator's head from the cannibals by swapping it for your leaflet. Follow its nose to find your way around the catacombs to the ghost ship.

Q "I can't find the helmet needed for the circus trick."
S Barnes, Preston

A The pot from the Scumm Bar ought to do.

Q "We can't find the treasure map. And after you've completed the three trials is that the end of the game?"
Dawn and Aidan Nelson, Bolton

A To reach the treasure, start at the fork and follow the dance steps on the map (which you do, in fact, have). And no, the three trials are only the beginning...

D/GENERATION

Q "Where do I enter the password (Ostrich) in the cover-disk demo?"
Gordon Hurdman, Castel, Guernsey

A It wants to go into the computer terminal in the room with the bloke who gives you the explosives. You'll need the terminal username, too: Seth.

BATTLE SQUADRON

Q "Do you no of a cheat mode?"
Peter Moorcock, Croydon

A Know I don't. Actually I do. Try typing in CASTER. You'll then be invincible, and you'll be able to use F6-F10 to change weapons and F1-F5 to change the power of your weapon.

NINJA SPIRIT

Q "I keep getting killed at the end of level one. Is there a cheat mode I could try?"
Jason Anderson, Croydon

A Apparently, if you pause the game by pressing F9, and then press Caps Lock and hold down Ctrl and Shift, you'll become invincible. (Incidentally, I don't suppose you're a friend of Peter's, are you? If not, I'd probably better warn you that someone's been sneaking into your house at night and using your rather clapped-out typewriter.)

OPERATION STEALTH

Q "I can only get to the small town with the hotel. Now what? And what does the telegram mean?"
Thomas Mileham, Cookham

A The telegram tells you which flight Mr Martinez is on. Go to the appropriate baggage claim hall and pick up the baggage with his name on it. Then check out its contents, but make sure you do it in the safety of the gents.

GHOULS 'N' GHOSTS

Q "I know it's a bit old, but is there a cheat?"
Elizabeth Bull, Bristol

A There sure is. Try typing in KAREN BROADHURST, and all your ghoulish problems will be solved.

ADVENTURE and DANGER
in this months *Mountain Biking UK*

October issue on sale September 24

- **Bungie Jumping –** on a bike!
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IF WE'D KNOWN THEN...

...what we know now, would top development team ARC DEVELOPMENTS have handled their mixed bag of conversions and licensed product any differently? Let's find out, shall we?

ONCE UPON A TIME...

...a little over four years ago, artist Paul Walker and programmers Chris Coupe, Richard Underhill and Byron Nilsson left Elite Systems. "We were fed up with what was being done there so we decided to go it alone," says Paul. "We formed Arc Developments and managed to get a project – *Forgotten Worlds* – and it went from there. We started in my bedroom with two employees – Tim Round and Warren McCormack – who were also ex-Elite and have since left us. Now we're in glam offices in Walsall, with a 14-strong team plus three freelancers catering for all formats and more."

FORGOTTEN WORLDS

"We still consider this to be our best product. It was our first product and the first one where we were doing it how we wanted to do it. We pulled off some major stunts with *Forgotten Worlds*. I had to sit down and sketch all the graphics from the arcade machine before putting them on the computer.

The biggest problem was the complexity of the thing. There are so many little details and so many different things. No two weapons are the same, and there are two players, a parallaxing background, a multitude of aliens with a multitude of different sins and they all needed different graphics. I have to say that we wouldn't do it any differently if we were to do it all over again."

CRACK DOWN

"Again, I think this is very good. It was the first time someone had done a decent split screen scroll on the humble Amiga. We were quite pleased with that – it was a bitch to do. We put all 16 levels in there, and everything that was in the arcade version went into that game. Unlike *Forgotten Worlds*, this was converted from the ST code by Chris because Tim Round's code was so good. No, we wouldn't really do it any different now. Actually, if we were to do it differently, I'd get Tim to put in all 196 frames for the main characters. All of them were drawn but he only bloody used 100 of them."

DRAGON BREED

Again, it's quite reasonable. The biggest problems were the large sprites and trying to work out how the dragon moved. All of its segments overlapped but they didn't follow a path and each section only bent so far. It wouldn't double back on itself unless you picked up some special weapons and it would curl backwards and forwards and that took a fair amount of time. We got zilch help from the arcade manufacturer. We would do it differently now, but I don't know how. It just lacked that little bit... Maybe it was the fault of the original arcade version."

PREDATOR 2: THE HUNT CONTINUES

"It's reasonable. That's it. It was mainly following Mirrorsoft's design. They wanted us to make it like *Operation Wolf* AND the film, but when you look at the two there's not much you can do. We actually have the documentation telling us we're not allowed to show anybody dying, which made it difficult when the film's got blood and guts flying around. That's why people disappear in the game. We'd have loved to have put more things in, like people lying on the ground drenched in blood. At the very end, after we'd been asked to stick tightly to the film, 20th Century Fox decided that wanted all these things put in which weren't even in the film, but we didn't have time. It was stuff like water fountains and fire hydrants spraying water on the Predator and shorting his hidden capabilities. We'd still take on another film, yes, but we'd look very differently how we'd do it. Most people seem to stick to the *Operation Wolf* formula when it comes to film licences, but it just doesn't work very well any more. With *Predator 2*, there's tension in the film, but the problem with basing a game on it is that there's only one Predator. Once it's dead, it's gone. There's not a lot you can do with a plot like that really."

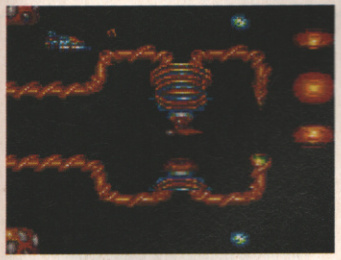
***Predator 2* – "It's reasonable. That's it. It was mainly following Mirrorsoft's design."**

RESTRICTOR

"It never got finished or released because Thalamus disappeared on us. We'd still like to finish it but not on the Amiga. What we wanted to do, the Amiga wouldn't cope with anymore. There were loads of space scenes, and flying over land and through caves and all sorts of stuff. We were using overlaid sprites and shrinking them as and when we needed, so it didn't rely on stored frames."

ARMALYTE

Sideways scrolling shoot-'em-ups have been done to death and you can't think of new weapons. If we had to do it again we'd make the shoot-'em-up bit only a part of what you'd



***Armalyte* – "It was okay, but it's shame about the graphics"**

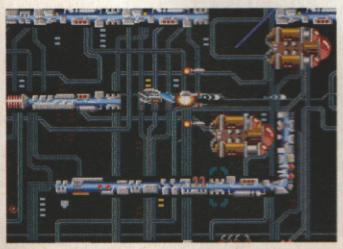
do. I think people want to think a bit more. *Armalyte* was okay, but it's a shame about the graphics."

ROBOZONE

"This was supposed to be based on a television program which was the idea of Bob Keen of Image Animation (a British special effects unit). *Robozone* was supposed to be about robots beating each other up and picking up parts, and they were all controlled by men inside them. It never happened on TV. The game was meant to be like it, but our original design is nothing like what was produced, due to time limitations. There were a lot more thinking elements in there, especially with the 3D section, but unfortunately it ended up as more of a shoot-'em-up. Now I'd implement the stuff that didn't make it. There were all sorts of bits where you had missing bits of components and you had to get them working by re-routing circuits. You had to know a bit about logic. What do I think of it now? ❄✱✱ ✲✱★☆❄ ✱✲✢☆✱!. The intro was good though. It was bloody good."

R-TYPE II

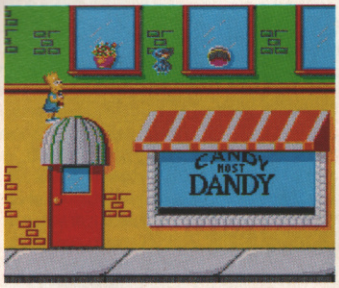
Tim's last game. It included everything that was in the arcade version, although we'd make it faster if we did it now. Converting it was the biggest problem. There was lots to it – lots happened at the same time, especially Level Three where there was all the background scrolling going on, plus some parallax and bits moving on top like a jigsaw all at the same time. It couldn't have been done any other way. Apart from it being a bit slow, we're chuffed with it."



***R-Type II* – "Apart from being a bit slow, we're chuffed with it."**

THE SIMPSONS

It was fine but a lot of people complained that it was too much like the Nintendo version, and as such was fairly boring. If we did it again we'd take note of those criticisms. At the time we thought it was quite neat – some of the puzzles in there were good. We'd definitely do the graphics differently, though. One problem we had with the conversion was that there were a lot of cheat modes and warps we simply didn't know about. But the biggest problem was Matt Groening himself. He was complaining

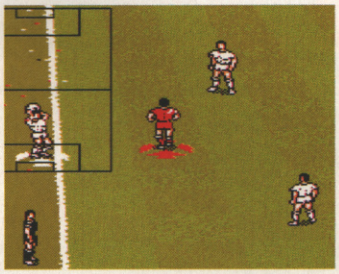


***The Simpsons* – "The biggest problem was Matt Groening himself."**

about minor sprite details – the highlight on this character's foot and so on. Every single frame of the intro was photographed and send over to him. He stuck tracing paper over them and redrew them how he wanted them and sent them back... and tiny lines had moved. It's okay though.

LIVERPOOL

We'd never done a sports game before, and it's very difficult getting the intelligence right, both for the other team and your other players. If we were to do it again we'd sit down and rethink the intelligence and do it



Liverpool – "We'd flesh it out a bit. The finished thing is very playable, though."

properly. We'd also add a few more features to flesh it out a bit. The finished thing is very playable though. Most probably we'll put in those features in Version Two. Hint hint.

BEAVERS

"It's still being done and it's very good – we reckon it's the best ever cutesy game. Mr Beaver is rescuing Mrs Beaver who's been kidnapped. It's very humorous. It's not exactly madcap, but it has similar sort of atmosphere. For instance, your character could be walking along and a huge boxing glove might spring up and beat his head in. There's a bear who falls over and waves goodbye, and we've got a character in it called Jooly Mole who holds his breath and becomes a bubble and starts bouncing around everywhere. It's essentially a platform game, I guess.

NICK FALDO'S GOLF

"This really is very good, We're using Reality3 ™. It's a new way we've developed of producing backgrounds, which is especially good for a golf game. What it does is it stipples the floor so we can draw from, say, dark green to light green and depending on where light's coming from it smooths it all out. The programmer starts with, say, eight sizes of object, like a tree or a bush or a building, and he pre-shrinks them as he

***Nick Faldo's Golf* – "Everything looks real. On a TV it looks like a photograph."**

requires each image, right down to right size. You can also have curved facets. Everything looks real. On a TV it looks like a photograph. It's so nice. It's been going eight months so far and it'll be finished soon. The mouse control mode's very straightforward. You have a choice of clubs, and power and backspin and snap on the wrist. It's all on screen so you don't get lost in menus or anything. If you want to do a straight shot, fine. If you want to be clever you can adjust the shot to how you want to play it.

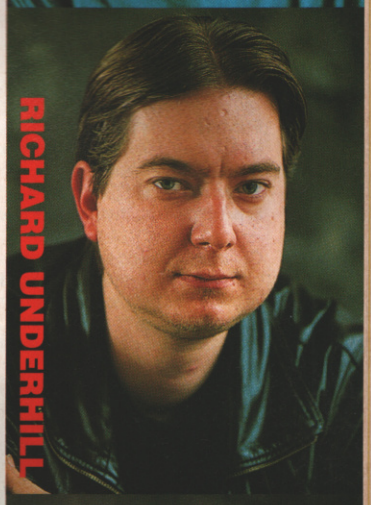
MC KIDS

It's a straight conversion from the Nintendo for Virgin, so we have no particular control over this one. It's okay.

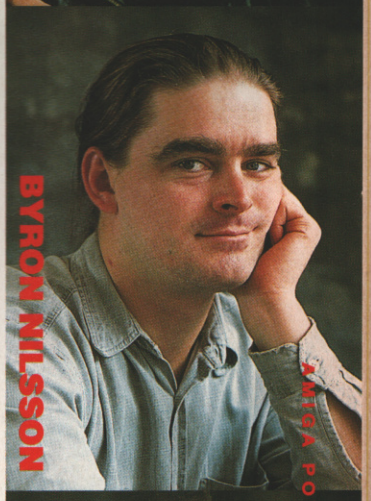
And the Future?

"We'd like to move into the CD sort of game. Not the Lucasfilm stuff – just the CD sort of products. We want to use the Reality3™ system again on anything that would deserve it. We're also heavily into the intro side at the moment, but for some reason for games we're not doing it. We'll do any type of game. Something we are now tending to do as a business, not a games developer, is if something comes along and it's not a game, we don't just shove it in a corner and forget about it. It all seems to be settling, and everyone's finding their place. It tends to suggest the games market is growing up at last." ●

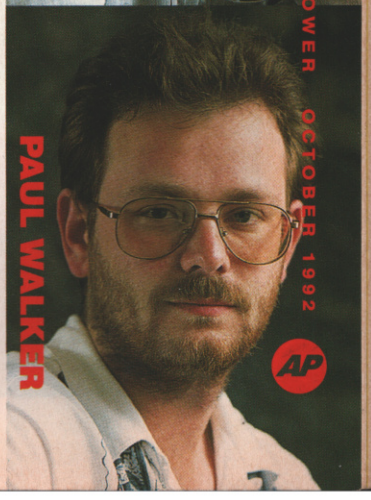
CHRIS COUPE



RICHARD UNDERHILL



BYRON NILSSON



PAUL WALKER

GAME REVIEWS CONTINUED

More? Yes, indeed. Second helpings all round in the next part of our games review section. If you took your *Sword Of Honour*, you could *Catch 'Em* playing *California Games II* in the *Castle Of Dr Brain* on the *Battle Isle*. And, er, a very happy *G-LOC R360* to all our readers. *(I resign – Ed.)*

CATCH 'EM

Publisher: Digital Marketing International
Author: Prestige
Price: £25.99
Release: Out now

Catch 'em is foreign, and cute, and nothing quite like you've ever played before. It also begs to be reviewed in the well-worn manner of spending the remainder of the word count explaining what the game entails, with an indecisive "Try it – you might like it" message to conclude.

This chap Jeff might look a bit young, and he might have his cap on backwards (I hate that) but he's a zoo-keeper, honest.

So then, here goes. Jeff is a zoo-keeper. One day, while reading his newspaper, some apes escape from their cages and scatter themselves throughout 30 levels. There are three types of ape – chimpanzee, orang-outan and gorilla – each kind with its own cage placed somewhere on the level. Obviously it's your task to return each ape to the correct cage one at a time, but specific tactics must be adopted to catch them. The chimps can be hit over the head with a baseball bat, but only when they stop to eat. So you'll need to collect a bat (which has a limited number of hits), collect some food, drop it in the path of the ape, clonk him one, stick him in your bag and release him in the appropriate cage. Orang-outans move somewhat more slowly around the screen and so can be hit and bagged in one. However, they do move ladders around for you, and as some platforms can only be reached by these ladders you'd better wait until they've moved the ladders to where you want them. The

CALIFORNIA GAMES II

Publisher: US Gold
Authors: Epyx
Price: £25.99
Release: Out Now

Uh, it's like, I dunno, man. It's like totally tubular, y'know?

Yo Dudes and dudettes! In this age of Wayne's World, Baywatch, Beverly Hills 90210 and the Olympics, what could make more topical (ie: commercial) sense than for a software company to evoke a tiny morsel of the atmosphere from each in a single concept? Think West Coast humour and slang, think sea and surf, think glamour and riches, and then think sports, of sorts. Sounds wacky? Sounds exciting? Sounds refreshing? Sounds fun? Sure, it SOUNDS all of these things, but unfortunately *California Games II* evokes 'just a tiny morsel' of each superlative.

It's not that any of the five sports are particularly bad, just boring. For example, Snowboarding involves being dropped by parachute from a helicopter onto a steep, snow covered, mountain from where you surf down to the sandy beach, which

If you've ever wanted to surf down the side of a mountain, now's your chance.

sounds as amazing as it is preposterous. However, the reality is a numbingly repetitive pressing of the fire button to jump over logs and rocks on a simplistic obstacle course, nothing else really happens.

And so it is throughout the other sports, Bodyboarding, Jet Surfing, Skateboarding and Hang Gliding. The idea in each is to do stunts for extra points, but the individual games simply don't inspire enough enthusiasm for you to want to master the rather limited techniques on offer. An eight player competition mode adds some incentive, but basically it's all too familiar.

Dance a happy dance on your jet ski (or 'jet surfer' as these chaps seem to call it). Radical, dude.

Possibly I'm being a bit hard, but then Epyx were making equally good, if not better, sports sims way back in the mid-eighties when their *Summer*, *Winter*, and *World Games* series seemed the ultimate in sophistication to yer average Commodore 64 enthusiast. So what happened? Complacency? It's like in Epyxville the Amiga was never invented and time stood still, when WILL the old dog learn some new tricks? The only truly surprising thing about *California Games II* is the price: £25.99? Get real dudes.

● *RONNIE RANDALL*

Now this is more my kind of thing – sitting in a comfy chair with a nice cold drink, watching other people do the dangerous stuff.

It's, like, a most excellent idea for a game.

THE BOTTOM LINE
This is a non-essential item that will earn a fair recommendation when it eventually arrives in the budget bin where it belongs. But for the moment, it's most un-excellent.

52 PERCENT

gorillas, too, can simply be hit and bagged, but watch out as they're likely to pick you up instead, making you drop the contents of your sack. There's only one thing likely to tame a gorilla, and that's a good kiss-up – so lure a male and female gorilla together and as the snogging session unfurls, you'll be safe.

Falling from a platform is another sure fire method to dropping any apes you may have collected (you can only carry one at a time), as is slipping on a banana skin if you haven't seen fit to picking it up first (they're a little tricky to spot, I'll grant you) and depositing it in a nearby bin. The bananas come from banana boxes from which the chimpanzees can steal the fruit and drop the peel – these boxes can be nailed shut (collect the nails first), but if there are two or more chimps about then they can re-open them.

And, with a few more details not essential to this review, that's about the size of it. Quite big, in other words, with thirty levels increasing to a scrolling twenty five screens on the largest, and quite an entertaining outing at that. And challenging too – make a mistake or run out of time and you'll be sure to see what you did wrong ready for next time. Basically, if you enjoyed the totally bizarre concepts of *Lemmings* or *Gobliiins*, then perhaps you could make something of *Catch 'em* too.

● *RICH PELLEY*

THE BOTTOM LINE
Weird but fun, and instantly graspable. Try it, you might like it.
69 PERCENT

SWORD OF HONOUR

Publisher: DMI
Authors: Gabor Harsanyt, Jack Dworznik
Price: £25.99
Release: Out now

***Sword Of Honour* – take that! Go on, please. We certainly don't want it.**

Okay, here's a recipe for you. Take a liberal dash of *Last Ninja* and peel off the 3D graphics. Add two teaspoonfuls of 2D graphics. Now remove the game ideas from the *Last Ninja* and add it to the mixture. Stir well and stick it in the oven for 20 minutes. Take it out and leave it to cool. Congratulations, you've just made yourself a *Sword of Honour*.

So, *Sword of Honour* is little more than a 2D version of *Last Ninja*. Sure it's actually quite nice to play for a while, albeit

THE CASTLE OF DOCTOR BRAIN

There's nothing to beat a tasty bit of puzzley edutainment.

Make your way around Dr Brain's castle (or Dr Brian as we've been calling him in the office) but make sure you keep a pen and paper handy.

Publisher: Sierra
Authors: Corey Cole, Douglas Herring
Price: £34.99
Release: Out now

Imagine you're taking part in the Crystal Maze, but there's no Richard O'Brien, no cackling band of middle-class, middle management types all shouting different instructions at you and you don't have to wear a sweatsuit so hideous you'd rather wrap yourself in a used bin bag. Sounds good? Well throw in (what seems like) a three hour wait between each puzzle and a control system that makes those robot arm lucky dip thingies at the the seaside look advanced and you've just about got the recipe for *The Castle of Doctor Brain*.

Now let's see: puzzles, slow loading times, muddy controls... yep it's a Sierra adventure. But there are a couple of differences this time. It's an educational game designed to introduce kids to some basic scientific principles, but it's no doddle. No way. Even on the novice level, some of the puzzles are a fair old challenge. So, unless you've got a photographic memory, a pen and paper are essential to make notes and keep track of where you are in mazes.

Clock this room, mate. Time for a bit of hard thinking. Face up to the problem yourself or get someone to give you a hand.

Knock, knock. Who's there? We are, you daft old twit, jolly well hurry up and let us in or we'll steal your flamingos.

Basically, it forces you to think. Very hard. In fact, if you buy it for your kids you could find yourself spending ages in front of the screen trying to help them out and getting hopelessly frustrated as well.

OK, so the mechanics of the thing can be downright irritating, but, if you're the sort that likes working out logic puzzles, it does provide a tough challenge in an entertaining and intriguing environment and you could find it as much fun as your kids will.

Gone is the normal convoluted Sierra plot – usually packed with all sorts of half-baked SF ideas or the most hackneyed of fantasy clichés – in which you have to work out what the hell is going on before tedium forces your brain to shut down. It's replaced by a series of IQ-test-type puzzles linked together by a pretty loose basic premise. You are unemployed and Dr Brain is looking for a lab assistant so you go for the job. You arrive at his castle for an interview and have to undergo a series of tests before you even get to meet him. *(Rather like the way we check out people for jobs with AMIGA POWER – Ed.)* These include things like sliding tiles to get them in the correct order, code-breaking, finding your way through 3D mazes, that sort of thing.

For every puzzle you get right you receive hint coins which can be used later on to help you out if you get into difficulties. Also, things earned in early puzzles may be of use in later ones. The control system is pretty much the same as for all Sierra adventures, and you can look at things, pick them up, use them, etc. But you don't actually have much of a choice about where you go or what order you do things in. Interaction with other characters is also pretty limited, so it's not really an adventure at all. You just go from one room to the next completing the puzzles in order.

But while some of the puzzles are presented as they would be in a book – word grids, for example – others are wrapped up in more traditional adventure-style trappings. The robot heads which control an electronic arm that has to pick things up – and you have to do the programming – are an especially good example of this approach.

The graphics vary from the amusing and impressive to serviceable and downright obstructive. The 3D mazes are especially badly presented – you can hardly work out what are walls and what aren't, and some of the word grids are so hideous they're almost impossible to look at for more than a few seconds at a time. But there are some nice touches and some witty bits of animation, just to balance things out a bit.

The only other drawback is that it's not a very large game, and all the difficulty levels present you with the same problems – the harder levels just give you fewer hints or throw a couple more industrial-sized spanners into the works – which doesn't exactly encourage you to play again when you've played it once on an easy level.

So if you want to expand your kids' minds this is no bad way of going about it. Just be prepared to throw a quick party or have some cinema tickets ready to keep them amused while the thing is loading.

● *DAVE GOLDER*

THE BOTTOM LINE
As educational games go, it's a lot more imaginative than most, it's just a pity that it's so darned slow and difficult to control.
61 PERCENT

a very short while. It's actually a pleasant game to look at with oriental style graphics, and big, colourful backdrops which set off the large sprites really well, but then the programmers go and spoil it all by making the character move.

Alright, the movement is sluggish, but just this once, because I'm in a good mood today, we'll let them off with that seeing as everything else looks tasteful enough. What other elements can we examine instead?

The puzzle element is a contradiction in terms. The puzzles are so easy to figure out it's more like common sense (if you think *Shadow Of The Beast III* is obvious, this'll blow your mind). You want an example? You come across a monk who says he is ill. On the very next screen is a health potion. Well, I wonder, what should I do? Mmm. It's a wild and crazy idea, but maybe I should give the health potion to the sick guy.

Never mind, maybe the combat could make the game worthwhile. Unfortunately it really isn't a great deal of help in the 'making this a bit of a better game' department. You'll come across several different characters in your quest but they will all fall victim to the same move. The only exception are the ninjas but they all succumb to another move. So, just two combat moves are all you'll need to hack your merry way through the whole game. When there are so many potential moves to use it is a real shame that you only need to use a couple to finish off anyone you come across.

Just to be a bit different, the programmers have included some icons on screen that you can use to control your ninja by mouse. Unfortunately there are only six of them so your moves are somewhat limited, not that that is much of a loss. It's completely pointless and a waste of screen space.

So let's see what we have. First, *Sword of Honour* is based extraordinarily closely on *Last Ninja*. Well, that doesn't necessarily make it a bad game (though it's a bad start). The graphics are very appealing, but then again,looks aren't everything. The music is nauseating and actually had me wishing Stuart would put one of his 'interesting' tapes on the office stereo. The gameplay is almost non-existent and the combat really is much too easy. As if that wasn't enough, each individual screen is loaded in as you move through the game, which means you can literally spend longer waiting for the screens to load than you do playing them. If all this seems to be the recipe for a bad game, you're right. *Sword of Honour* sets a low standard, and still fails to reach it.

● *LES ELLIS*

THE BOTTOM LINE

With nothing original and an awful lot 'artistically' borrowed from *Last Ninja*. It's a poor man's copy however because it is very slow to play and gets boring too soon due to the combat being so easy. With this little challenge why bother?

28 PERCENT

G-LOC R360

A not very good conversion of a not very good game.

Publisher: US Gold
Price: £25.99
Authors: In house
Release: Out now

The stunning view from the cockpit of the blue sea and the blue sky.

Now look, *G-LOC* is really not a very good game. Hang on, that's being a bit diplomatic. Oh, what the hell, I'll just come out with it. It's crap. There is absolutely nothing good about it whatsoever. It's utter rubbish. Okay?

The graphics look like they were ported from some ancient 8-bit machine and the sound – well, the sound isn't even as good as that. The box says that it delivers pulse-pounding excitement. More like pulse-pounding hair-ripping apoplectic fury when you see what you've just spent £26 on. The whole point of *G-LOC* was the speed that made it playable in the arcades, not to mention the fact that the R360 made your stomach churn while you were playing it. Even with someone tilting my chair by hand it just wasn't the same. Mind you it did make my stomach churn. Well, that's only partly true. In truth, *G-LOC* just made me want to puke.

If you're still reading this, you may be under the impression that I can't stand this game, and you'd be right. How anyone can justify a £26 price tag is beyond me. £7.99 on a budget label would still be over the top, in fact I would feel ripped off if this was in the Prism £2.99 Pocket Power range that's been in the petrol stations and supermarkets over the last few months.

Hang on, I've got it. It's an initiation stunt by the rest of the lads. They've got a Spectrum emulator running on my Amiga and this is really a Speccy game. No? There's only one possible explanation, then. *G-LOC* is rubbish.

If you're desperate to throw your money away then why not send it us? We promise we'd put it to really good use. Still, if you're absolutely deadly desperate to buy this game here's what you can expect. Possibly the worst Amiga graphics ever, terrible sound effects and gameplay that even your oldest granny would find slow, tedious, and unbelievably repetitive. The only possible enjoyment you can get out of this game is trying to work out what the hell the pathetic speech is supposed to be, or what on Earth's actually going on most of the time.

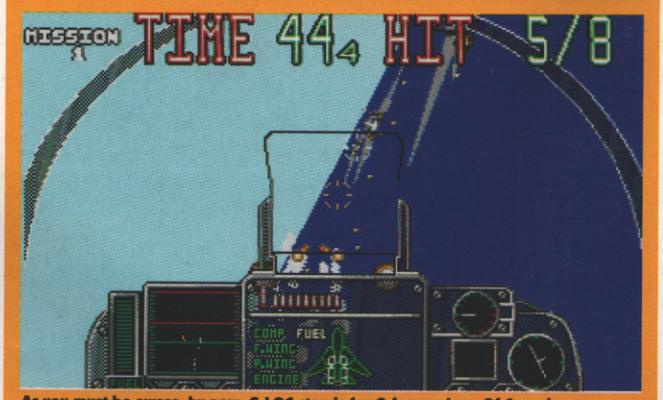
This is possibly the most dismally-programmed, boring, and unimpressive piece of software I've ever seen. They say the game has 36 action-packed suicide missions. The '36' is fine, 'action-packed' is stretching the point to the limit and as for suicide, well, if you've bought this, we could understand how you might be considering it. But hey, that'd be silly. Just don't bother to buy *G-LOC*. Spend your money on a crate of cheap diet coke instead. Even that leaves a better aftertaste.

● *LES ELLIS*

THE BOTTOM LINE

The worst piece of software I have ever come across in my life. If you still go out and buy this, then you need your head kicking, if we're being honest. Expensive, tacky, crap, rubbish. Are you starting to get the message yet?

7 PERCENT



As you must be aware, by now, G-LOC stands for G-force – Loss Of Consciousness. But here you're more likely to lose consciousness through boredom than G-forces.

BATTLE ISLE SCENARIO DISK 1

Publisher: Ubi Soft
Price: £19.99
Authors: Blue Byte
Release: Out now
Other details: Hard drive required

In two-player mode on *Battle Isle*, both players get to control their chaps simultaneously. Ooh.

It's been said before, and I'll be the one say it again: reviewing data disks is always a bit ridiculous. If you loved the original, then you're bound to go a bundle on some extra bits and pieces for it. And if you don't own (or no longer want to play) the original game, then it's of no interest to you.

So, in a time-honoured, tried-and-trusted, cut-and-dried kind of way, I'll tell you that the scenario disk offers *Battle Isle* fans 34 new maps (25 for the solo mode, and nine for two player games), plus plenty of more subtle bits and pieces such as larger maps than in the original game. Of course the new map layouts require players to devise new strategies, overcome new challenges, and basically find new ways to blast the opposing side to kingdom come.

But wait! What about all you people who don't own *Battle Isle*? Maybe, you're sitting at home, reading this, and wondering whether to fork out for the original game (and maybe this data disk too). For the record, Stuart gave it 78 percent way back in issue 9. His main beef with the program was the amount of time the computer took to make its moves, and of course this problem still remains. But it's in two-player mode where Battle Isle really comes into its own, turning into a fast and furious wargame (yes, it can happen).

So, um, there you have it. As data disks go, this one's good value for money. And while not solving the main problem of the original game, the scenarios within do offer a hulluva lot of playing time. So, *Battle Isle* fans, this is the place to come.

● *MARK RAMSHAW*

THE BOTTOM LINE

Great stuff for fans of the original, and maybe a little incentive for others to go out and buy it. As usual, naff all use for anyone else.

78 PERCENT

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BUDGET

It's been a bit of a quiet month for budget games and compilations this month. But – hey! – there are still one or two gems waiting out there, including a totally bargainous way to make your very own games.

NARC

Publisher: The Hit Squad
Price: £7.99
Release: Out now

Sometimes I think it's a pity we're not allowed to swear more in AMIGA POWER because when a game as bad as *NARC* comes along, 'crap' (which is as far as we can legitimately go) doesn't really seem harsh enough. ✤✱★✎ is more the word, but as I've said, we're just can't print that.

Worse still, I can hardly think how to begin explaining why *NARC* is so awful. The gameplay – walk left to right along a scrolling play area shooting baddies – in this case (throwing open a huge moral debate into the bargain) both dealers and

Keep the world safe from men in dirty raincoats. But then again, why bother?

users of hard and soft drugs. Alternatively you can bust them by the somewhat unrealistically simple power of touch. More points, but shooting or missiling them is vaguely more fun, and much safer. Right then. Continue shooting and collecting the ammo and drugs/money dropped for twelve levels, with no interactable scenery (apart from some cars on level six), and no variety in gameplay give or take a few safe-cards (ie keys) which you need to collect to exit the level.

Add the most ludicrous animation ever, top it all off with a crap "die punk" and machine gun sampled tune (that you have to sit through before starting every game) and you're away, sweating, quivering, foaming at the mouth even, at the thought of ever having to play such a monstrosity of a game.

● *RICH PELLEY*

THE BOTTOM LINE
£7.99? I wouldn't even pay a tenner for it. *(Er... Ed.)*
17 PERCENT

CJ IN THE USA

Publisher: Code Masters
Price: £7.99
Release: Out now

Oh dear. The first *CJ* game (*CJ's Elephant Antics*, reviewed way back in issue one with a respectable 63%) was quite a fun little platform runaround in a simplistic kind of way, so the Codies, in their tried-and-tested style, have brought us a sequel. At first sight you'd be forgiven for thinking it was in fact the very same game, but sadly on further examination it proves to be nothing that good.

The joystick response in *CJ In The USA* seems to have been seriously muddied up since the first game, and

SHOOT–'EM–UP CONSTRUCTION KIT

Publisher: GBH Gold
Price: £9.99
Release: Out now

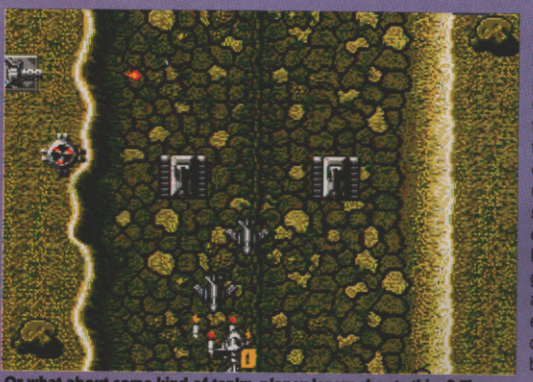
So your convinced you're a bit of a Bitmap Brother? Reckon you could give the author of *SWIV* a run for his money? Then tonight, may I recommend the *Shoot–'Em–Up Construction Kit* from the menu at the GBH Gold range. Buy this item and before you know it, you could have Amiga owning shoot–'em–up fans around the globe eating out of your hand.

Such is life that with any type of Amiga–based construction kit there are going to be limitations. The stumbling block here is that things, scrollingly speaking, can only go vertically, so any *R–Type* or *Defender* clones you might have had in mind get knocked instantly for six. Fortuitously the scrolling can either be continous, push–type or stationary – perfect for *Sidewinder*, *Commando* and *Space Invader*-cum-*Asteroids* rip-offs respectively which,

Create a spacey shooty scrolly thing and amaze yourself and your friends.

strangely enough, are what you'll find lurking on the second disk as the demonstration games. A quick play through each (using the cheat option, of course) and you should be suitably motivated to dive on in there, desperate to write your own.

Even with a construction kit at your disposal, writing a game is still going to take some time as basically you are still faced with some of the problems a 'real' programmer has, only you are presented with them in an intractably user–friendly way. First, there're all the objects to design and colour on a 24 x 24 grid, along with up to 18 sprites of animation for each, with copy, mirror and slide options available to speed things up.You'll have to do your own character and all the different types of baddies you want, not forgetting that objects can be joined and moved together for large tanks or swirly snakes and such. Don't forget you'll have to design sprites for each object moving, shooting and dying as well – as you can see, this is going to take some time although, in my opinion at least, time enjoyably spent. Then there're all the statistics to set – how many hits each baddy takes to die, where they start, and what pattern they follow. I like the way this is set – you place the baddy on the screen and move



Or what about some kind of tanky, planey lazery shooty thing? The possibilities are quite literally 'few', but it's fun nevertheless.

him through your chosen route with the joystick. Very effective, and you can concoct some dastardly attack waves creating, if you think about it, vastly different types of gameplay.

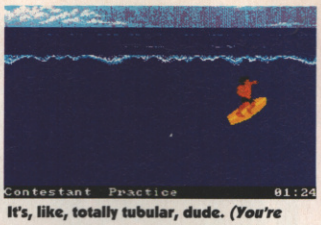
Creating levels boils down to designing the backgrounds (again using individual hand–drawn blocks) and sticking them all together, and strategically placing the baddies. At this point we almost have a game on our hands, all we need now is the sound – and this bit is great. Three directories full of IFF sampled sounds are supplied with which you can tinker at will. You want Mickey Mouse shrieking "Die, sucker" every time you fire? You got it. You want the enemies to burp when they are shot? Pah – easy as pie.

Finding something else to say about *SEUCK* could be a little trickier though, and a mark has elluded me completely. Its main flaw is that if you write a game on this and show it to someone else, they'll know that you've used *SEUCK* to do it. Sure, some of the concepts you could adopt would be hilarious, but as for real gameplay, you can't have any special bonuses or any element of real surprise or originality and so, to be brutally honest, your game won't be very much fun to play. But then again, you can't really give a score high enough to justify the feeling of satisfaction of having actually written a game of your very own (or even just modified the ones supplied). I loved *SEUCK*, and haven't had so much fun since penning the infamous *Attack of the Inter–Galactic Killer Green Triangles* back in 84 on *Game Designer* on the Spectrum.

● *RICH PELLEY*

THE BOTTOM LINE
A bit of an ambiguous score this. The end result may be a little boring to play, but getting there is fun beyond belief. *SEUCK* is fun, a gem to use and understand and, let's not forget it, now very cheap.
85 PERCENT

It may look cute, but you have been warned. Stay away from it!



It's, like, totally tubular, dude. *(You're getting the hang of this, aren't you? – Ed.)*

combined with the, er, enthusiastic collision detection, the first impression you get is of a game that's seriously annoying to play. As you struggle further on through the featureless landscapes it continues to be seriously annoying, never more than when, in the first level, you fall into a little pit containing one of the little baby elephants you're trying to rescue, only to find that there's then no way back out and no way to get yourself killed either. One reset of the Amiga later, I really had to force myself to play again, and when I did I simply found more of the same – fiddly, finicky platform design, crap control to try to negotiate it with, and nothing worth seeing when you do. I quite liked the first *CJ* game, but this is complete trash.

● *STUART CAMPBELL*

THE BOTTOM LINE

Dull, uneventful, annoying, badly-designed rubbish. The worst Codies game I've seen in a very very long time, and even a cute elephant character can't save it. Ugh.

19 PERCENT

MEGA SPORTS

Publisher: US Gold
Authors: Epyx
Price: £30.99
Release date: Out now

In the wake of the Olympics, here's another sports game package jumping on the already overloaded bandwagon. The difference being that we've seen most of the contents of this compilation before – *The Games Summer Edition*, *California Games*, and *Winter Games*, but *Summer Games* and *Summer Games 2* have been commissioned solely for this compilation.

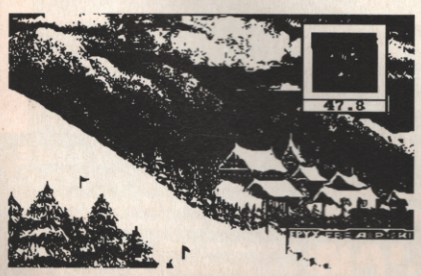
The Games Summer Edition, as you'll probably remember, is based around the 1988 Seoul Olympics in South Korea. There's a choice of eight events – archery, diving, hurdles, velodrome cycling, hammer throw, pole vault, rings, and asymmetric bars. All are laid out well on the Olympic Village map screen. By going to an event icon which is drawn above one of the stadiums, your choice is made. You can just practise, compete in all events or just choose one event. Either way it beats Ocean's *España – The Games* by putting the player straight into the action. You can also choose the two player set-up and compete against a chum. So as well as event variety there's a bit of flexibility and scope too.

Summer Games and *Summer Games 2* comprise 16 events including many of those already offered in *The Games: Summer Edition*, as well as extras like kayaking and skeet shooting. It has to be asked, why commission a game that includes events already in the package? Were they really commissioned at all?

The Games Winter Edition is set up in much the same way as the rest of the compilation, with a choice of seven events, the luge, figure skating, speed skating, downhill skiing, slalom, the ski jump and cross country skiing. You can practice, compete in just one event or try your luck through all the events with the ultimate reward of medals.

Winter Games offers the Amiga sportsman even more variety with figure skating, free skating, speed skating, hot dog aerials, ski jump, biathlon and bobsled. It too is based around Olympic competition and is a definite must for all Eddie the Eagle fans. Yes the ski-jump has to be seen to be believed. Could this be the beginning of lots of Eddy Eaglets on the Amiga?

On a more alternative note *California Games* puts you on the trail of hip dudes and cute babes, but remember to take your Bill and Ted phrase book. You're taken to the sunny wacky West Coast where you'll find half pipe skateboarding, foot bag, roller skating, BMX bike racing, flying disk, and surfing instead of field events and skiing. There're no more stuffy officials here – it's freedom city where you'll be disqualified unless you celebrate with wild screams, and behave like a bad dude. The judges are all washed up hippies while babes on the beach mark the surfing. Now that's what I call radical, dude! *(Calm down, Matthew – Ed.)*



Ski jump in comfort without all that tiresome smashing into the ground and breaking large numbers of bones

Yes, it's a pretty varied package, but what about the mechanics? Well with events varying from horse-jumping →

DYNAMO

Publisher: Code Masters
Price: £7.99
Authors: Lyndon Sharp, Peter Ranson
Release: Out Now

Code Masters seem to be able to chuck out cute, colourful arcade games at the drop of a hat. None of this two-years-in-development, hype-it-up-and-let-everyone-rave-about-it for them, they seem to be happy to just bang 'em out every couple months without waiting to see whether the last one actually sold or not. It's been a long while since we've seen a real scorcher of a game from the Codies and if this is anything to go by we're going to have to wait just a bit longer.

Austen Von Flyswatter has given up his ideas of becoming a world dictator. It's an overcrowded market and there's only ever one vacancy. In his disgust he's has gone on a retreat to the moon, but, being as evil as he is, he's nicked the world's largest diamond collection on his way. Sounds like a job for a superhero, but unluckily they're all on holiday, which means it's a job for (slight fanfare) Captain Ernest P Dynamo...

Dynamo's been in retirement for a while and it shows, (his middle aged spread's turned to old aged fat), but he speeds to the moon anyway and finds that Flyswatter has spread the diamonds around his lair. He's going to have to get them all back before he goes home, and it'd probably be a good idea to give Von Flyswatter a bit of a seeing-to at the same time.

Captain Dynamo's graphic artists seem to have run out of ideas after the first level. It looks quite eye catching at first, with a neat use of shading to create a metallic, dark feel. Unfortunately that's about it. Moving through the levels turns up no variety in the visuals. It's a pity because with a little work they could have really gone to town on the sci-fi thing (well it IS set on the moon).

Dynamo is one of those brave (stupid?) super heroes who never uses weapons, so he has to resort to jumping on all the weird creatures that patrol the caverns. He may be old and fat but you're the one lumbered with getting him through the levels solving the so-called puzzles. Most of these puzzles are limited to timing your jumps right though, so it's hardly brain teasing stuff.

Did I mention the sound? No? There's a good reason for that: It's awful. Make sure you play with the volume right down or your pet cat will join in with a chorus of its own.

Dynamo will undoubtedly appeal to younger players. There are a great many more challenging games out there, they may be a little more expensive but you get what you pay for. Initially this may be fun but it soon gets boring because of the lack of variety in the graphics and action. Cheap and tacky!

● *LES ELLIS*

THE BOTTOM LINE

It's too easy and too slow. With no variety in the graphics and a soundtrack your mother will kill you for playing loud, give it a wide berth.

57 PERCENT

SOCCER PINBALL

Publisher: Code Masters
Price: £7.99
Release: Out now

It's soccer. It's pinball. It's soccer and pinball. It's *Soccer Pinball*! *(Do you want a job writing AMIGA POWER captions? – Ed.)* Only it's not (soccer and pinball, that is). Well not very much anyway.

At least the instructions are a laugh. "Hip dang doody," they hoot, "hear the crowd roar in the craziest footy sim yet." Now I don't claim to be the most perceptive of people, but when I played *Soccer Pinball* it seemed more like a pinball sim with only a vague football theme to the first table. Hang on, I'll check... yep, it's a pinball sim all right, and not a particularly good one at that.

The first table does indeed have a footy motif – it's green and it's got a picture of a footballer on it. If you manage to score two goals (knock down a 'goalie' block and send the ball into the goal) you progress to the first of three 'bonus' pin tables. This first has a casino theme (how fondly I remember watching Spurs play cards for the cup). The second has a fruit machine vibe about it and I lost interest at this point and didn't bother to find out what the third was all about.

Now, I'm sufficiently old to remember when these newfangled computer things were something of a novelty. We used to be excited to see a text routine that remembered our names, so I'm still disposed to be impressed by almost anything these programmer-types can make my Amiga do. But there are two things that make it really difficult to be impressed by *Soccer Pinball*.

The first thing is that it's very, very boring. If it even looked good, I might have made some allowances (pinball itself can be pretty dull). But it doesn't. The features on each table are limited, and there's precious little incentive to carry on to reach the bonus tables for more of the same. The second thing is *Pinball Dreams*. *Pinball Dreams* proves that it's more than possible to simulate the movement of a steel ball in real time on a 16-bit computer in an absolutely convincing way.

Given that it can be done so well (and, after all, the laws of mechanics that govern the movement of balls and stuff are pretty well-known), it's a disappointment to see it done here in such a shoddy way.

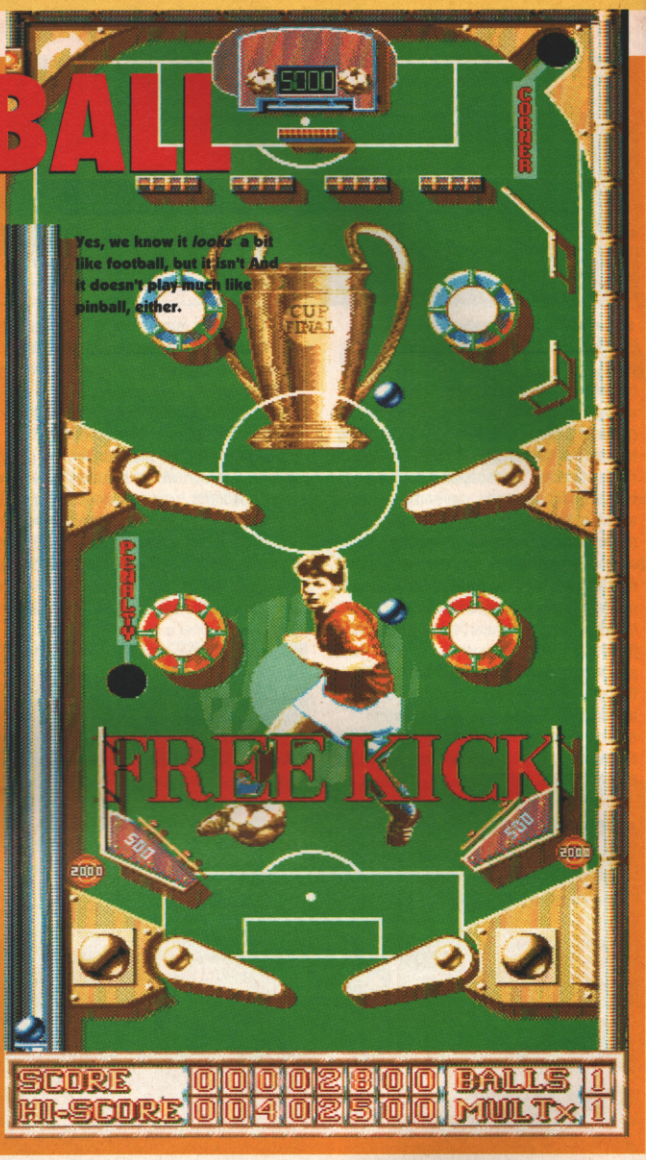
In *Soccer Pinball* the ball slowly rolls about the place in almost exactly the same way that a real steel ball doesn't. The flippers entirely fail to flip in a flipper-like way and the top quality collision detection routine allows the ball to pass clean through some of the obstacles every once in a while. Oh, and it may be an exciting bonus feature, but I once managed to make the ball leap completely off the table and fly around for a bit in a most un-pinball-like way.

So then, m'dears, it's all rather dull really and doesn't capture any of the excitement of either soccer or pinball. And we know, don't we children, that it can be, and has been, done much, much better.

● *TIM NORRIS*

THE BOTTOM LINE
It's okay for a while, but only a really short while. Like about a minute. After that short while you'll see how tatty it all is and become pretty bored. If you want pinball on your Amiga, then get *Pinball Dreams*.

31 PERCENT



(I'm really great at that. I jumped three horses in a row once – Ed.) and athletics to clay pigeon shooting and surfing you'd expect the control system to be a complex one. Fortunately you'd be wrong, for the most part. The joystick is used in a different way for each different event, but everything you need to know is clearly explained in the manual. Although it can be awkward at times, controlling your sportsmen is generally a straightforward affair.

Graphically all of the games use a familiar, well worn, but successful formula. Animation is minimal, but effective with some alternative 3D views while backgrounds and intro sequences do create the right atmosphere.

Mega Sports offers variety, action and scope with a two player option, and despite a number of silly flaws (like the duplication of events), it's a much more together sporting experience than most of the Olympics-inspired efforts we've seen so far. It's a bit repetitive and there are a lot of disks to juggle with, but this isn't too bad at all.

● *MATTHEW SQUIRES*

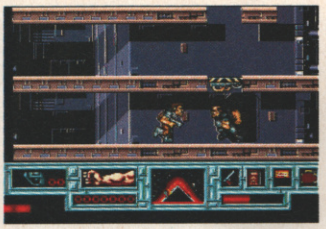
THE BOTTOM LINE
There's plenty of varied action and you can play it with a chum. It's got some pedigree, but then it's not what you'd call state-of-the-art, it is based on an old formula and it lacks imaginative foresight. It's swings and roundabouts, really.

68 PERCENT

TOTAL RECALL

Publisher: The Hit Squad
Price: £7.99
Release: Out now

To be fair, Ocean were hit with a number of set-backs tragically close to *Total Recall*'s initial full-price release, namely a total change of development team and the problems with the rights to use Arnie's likeness (which is why the sprite looks little like him). So perhaps you'd be inclined to hand over your £7.99 more out of sympathy than in the belief that you're about to receive a half-decent game



A couple of muscley geezers run at one another on a platfrom. Uh-huh, I see.

Which, I feel it my duty to inform you, you're not. Predictably, crossing Arnold Schwarzenegger with a film tie-in seems to have equalled a run-a-little-man-about-shooting-baddies game with gameplay thinner than a Jacob's water biscuit on a bad day.

More subtle problems with this one include brain-dead baddies who both fall down gaps (which you jump over) and refuse to follow you onto the moving platforms. Due to the limited ammunition, this is something that you'll find yourself using to your advantage repeatedly, even though it doesn't provide the most satisfying way of progressing. Trying to engrave the layouts of the levels on the memory is the only real challenge, collecting objects and pulling switches (on later levels) as you go. And then there're the driving sections (levels two and five) which, just for the record, aren't very good either.

And there we go. Nice graphics, not-very-nice gameplay. *Total Recall*? (Totally predictably) Total Rubbish, more like.

● *RICH PELLEY*

THE BOTTOM LINE
Okay, perhaps it isn't that bad, but it's the sort of game you've seen before, and were probably hoping you wouldn't ever have to see again. Quite nice graphics, though.

41 PERCENT

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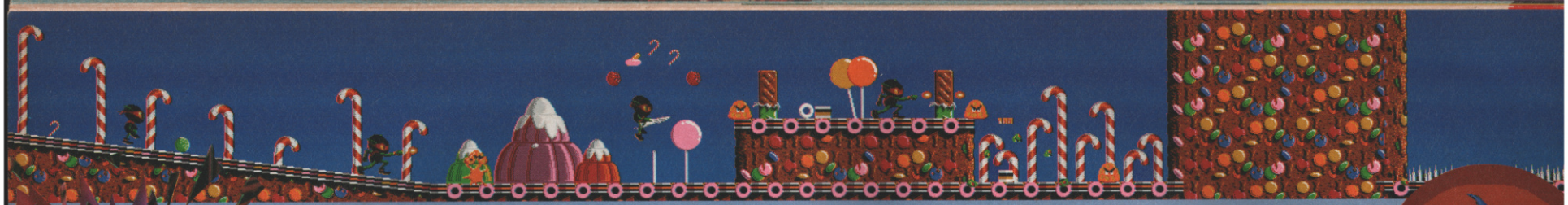

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It's the Amiga event of the year!

PD

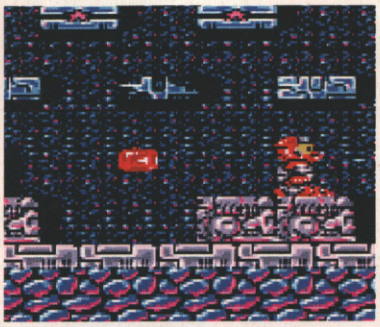
This month in the PD column that's more like a PD column than any other in this magazine, the lovely Dave Golder casts his expert gaze over a cute platformer, an unpronounceable shoot-'em-up, and a couple of footy games where you, er... play football.

THE ADVENTURES OF QUICK AND SILVA

Anglia PD

As horizontally-scrolling PD shoot-'em-ups go, you don't get much better than this. With cutesy graphics heavily-inspired by *Rainbow Islands* (let's call them a homage, shall we? Okay, let's call them ripped off), *Quick and Silva* looks great and plays brilliantly.

The premise is simple. You play Quick (and a mate can play Silva if you like) and you go from left to right through a variety of multi-platformed levels blasting everything in sight, except the bonuses which you collect. All the usual paraphernalia that makes platform games that much more challenging is here: hidden platforms, a touch of puzzling, hard-to-kill meanies. There's an impressive variety of levels, each with their own individual character, and the accompanying music doesn't, for once, make you reach for the 'sound off' option.



It just shows that you don't need new ideas if your gameplay's up to scratch.

None of it is very original, but it's all done with such such style and polish it's well worth checking out.

VERDICT: It might show its roots a bit and hardly pushes back any boundaries, but, hey, with graphics and simple, wholesome gameplay like this, who cares?
★★★★★

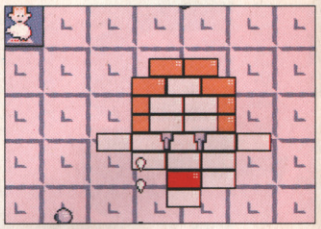
UNAFITZ

Ash PD

This month's *Shoot-'Em-Up Construction Kit* offering comes once again from Ash, the man determined to find new ways of creating games using this rather limited games-writing package. Sometimes, as with last issue's *Calvin and Hobbes*, the results are quite appealing.

Unfortunately, *Unafitz* is a wild mishmash of eclectic and clashing styles that ends up a tedious mess. (By the way, does anyone know if The Word is coming back for another series?)

The basic premise is... well... er, there doesn't actually appear to be one. The main character is a slow-moving Irish kettle that fires water at wide variety of exciting things, ranging from common old blocks to the more unusual table-football players.



It looks a tad shambolic, and *SEUCK* games are usually more fun to write than to play anyway.

You progress through the levels with no sense of logic – you don't seem to need to clear one before you proceed (this could be a bug, though). With some levels being almost *Breakout* in style, and others more standard *Space Invaders*-inspired blasters, there's no sense of unity or progression, and the whole thing becomes rapidly tiresome. Combine this with the fact that some of the screens are pretty hideous to look at and the whole thing is very slow, it's definitely one to avoid.

VERDICT: A bit of a mess really.
★

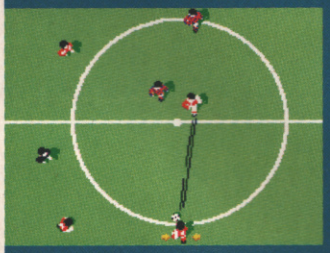
IT'S A FUNNY OLD GAME

A brace of footy-inspired games to accompany the new season.

A STRIKER'S STORY

Digitz

Would you believe a football text adventure? And I don't mean that someone has stolen the FA cup and you play Inspector Semaphore on the trail of the burglars. Nope, the format of this one is: "The whistle blows and the game is under way. Do you pass to Smudger (S) or Gazza (G)?"



Do you a) pass the ball, b) keep it or c) sell your house and go round the world?

Yep, you play the matches by making choices like these. To be fair, the intro bit does describe the game as more of an interactive comic book, though there is less interaction than there could be. For the first few screens, many of which are fairly appealingly drawn, you're just required to press the space bar to go from image to image, which inform you that you are S Venners playing for Brummington Rovers.

You do have a few choices you can make that aren't match-related, such as deciding whether to stay with the club after a match or whether to go to a nightclub or down the pub. Unfortunately, this version appears to be be just a taster, and there's only one match then a promise of a full game to come. It's an interesting idea as far it goes, but nowhere near meaty enough yet, so perhaps it'd be better just to wait until the real thing is available.

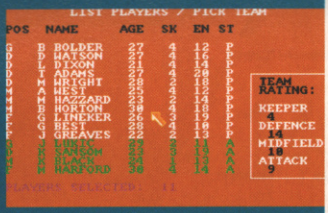
VERDICT: At least it's a new idea, but it doesn't have the depth to make it worth the bother of ordering.
★★

SUPER LEAGUE MANAGER

Pathfinder PD

This is a football management game that is impressively comprehensive. It needs to be, because the presentation is so sparse – just screens full of text – that the depth of features has to be good to make it worthwhile. And it just about manages.

You are the manager of a club (you choose from a selection of real-life clubs – if you can call Bristol Rovers a real football team that is). You have to pick your team, train it up and keep your eye on the financial side of things as well. You can buy players from other teams and sign up apprentices. You can even seek sponsorship.



I'd choose that Lineker geezer if I were you, he seems to know what's what.

After each match you are told what the attendances have been and how much the takings at the gate were (and, more importantly, how much you get). You are also told how the the other teams in the league have done, and shown how the the league table looks.

Considering the amount of effort you put in to making the management decisions, the sheer brevity of the all-important matches (you just click on play match and a split second later you are told the score) is a disappointment. Some kind of fanfare would have been nice.

VERDICT: What it does, it does well and pretty comprehensively. But you need to be into this sort of thing, ie graphic-less, cerebral challenges.
★★★

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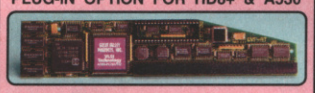

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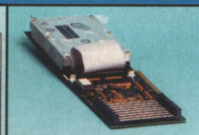

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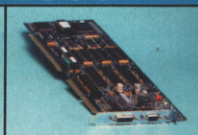

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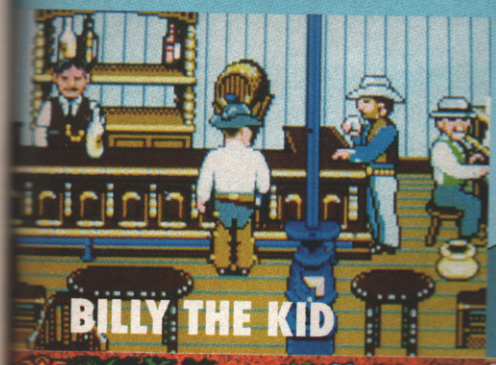
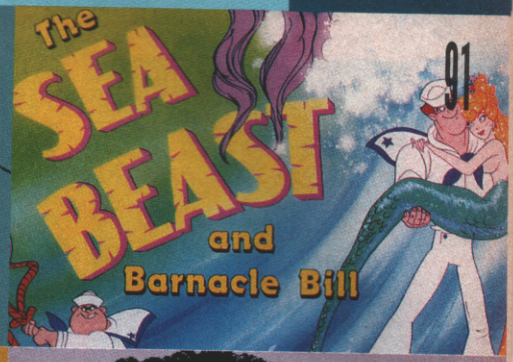
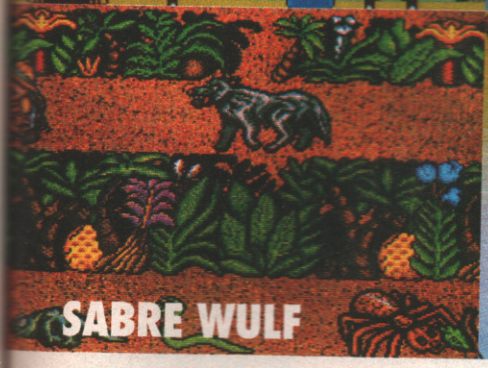
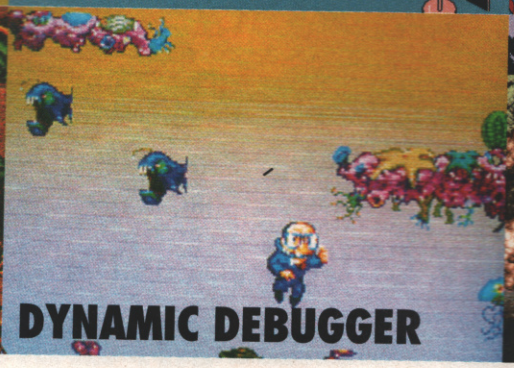








WHERE ARE THEY NOW?

You read the Shape Of Things To Come section in AMIGA POWER month after month and see dozens of new titles announced. You may even see advertisements. Your interest gland swells to bursting point while you wait. And you wait. The months of waiting turn to years and by then the names are lost in the mists of time. Well, now we can put the tormented souls to rest. Here's where you find out what happened to all (well, most) of those long-lost projects. Some titles may not ring any bells. Hell, you may even not care what happened to them. But for those of us who do, Gary Penn's been digging for answers.

So much Amiga software has been started but not finished. The list of never-ending projects seems... well, never-ending, which is why this isn't in fact the definitive guide (but – hey! – it's not far off).

To be perfectly honest, most of the unfinished symphonies weren't worth pursuing in the first place. And given the amount of stuff which does make it onto the shelves, it's inevitable that a fair amount will fall by the wayside. But there has been a handful of potential gems lost along the way, among them Realtime's *EPT*, Sandy White's *Dick Special*, and Strangeways' *Body Count*.

IT'S JUST A KISS AWAY

In a seldom seen side of the software biz there are many reasons for the delays, most of them tedious and business-orientated. The sad long and short of it is, most projects mentioned here will never see the light of day.

As one publisher put it: "A programmer may say it will take nine months to finish a product and then three years later they are still working on it. You reach the stage where you have to say enough is enough."

Sometimes the programmers simply move on. The isometric role playing adventure *Broadsword* and the *Dungeon Master-y Lasers And Labyrinths*, both for now defunct publisher Firebird, fell foul of their respective development teams 'folding'.

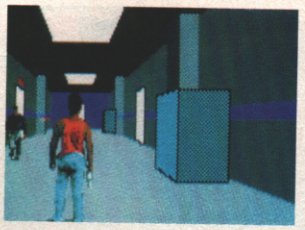
Other explanations for a product's disappearance can be a little more convoluted and contractually delicate so publishers aren't prepared to comment.

Some publishers, however, have nipped the problem in the bud and decided it's simply not worth enduring the agony and expense of bringing some product to the Amiga from, say, the essentially hard-disk-based IBM PC originals. Often, it just isn't worthwhile converting them to the Amiga.

The Spectrum HoloByte simulations *Vette*, *Tank* and *Avenger A-10* were considered too technically demanding to be converted for Mirrorsoft. Lucasfilm Games aren't bothering with *Secret Weapons Of The Luftwaffe*, and, on a sadder note, their imminent *Indy Adventure* is likely to be one of their last Amiga floppy disk wares.

French publisher Infogrames is also unlikely to be releasing much on the Amiga in the future, apart, that is, from Disney's educational wares.

Other projects are announced but don't even reach the drawing board – licensed wares especially. Paying a fortune for the rights to publish floppy interpretations of a character or blockbuster film is all very well but if you miss the cinema or video boats...



The very average *Die Hard* on the PC – never to appear on the Amiga.

BIG SCREEN NEVER SEEN

Activision didn't get very far in bringing James Cameron's silver screen dream Abyss to the Amiga, although it looks as though the *Aliens Vs Predator* licence which Activision also acquired at around the same time may yet appear... but probably not on the Amiga.

The chances of seeing The Edge's treatment of the *X Men*, *Miami Vice* and *The A Team* are very slim to say the least. Then there was Grandslam's *Dandy*, as in the comic. Work began on an arcade adventure starring the main Dandy characters, but that met with "technical difficulties".

But who'd ever have thought that Charlie Chaplin, Marilyn Monroe and James Dean would grace the Amiga? They nearly did thanks to US Gold... but it would appear that they didn't know quite what to do with them after all.

In 1988 US Gold were rumoured to be bringing us A Nightmare On Elm Street's Freddie and Iron Maiden's mascot, Eddie. But they didn't. And then in 1991 it looked as though we might see *Sonic The Hedgehog*. No such luck. Sega are, as they say, "brand building the character" so it's unlikely we will ever see the spiky blue hedgehog speeding on the Amiga.

Still with US Gold, Delphine's adventure version of *The Godfather Trilogy* never left the drawing board. The team moved on to other projects.

The most common reason for abandoning projects after months of work is the often euphemistic "technical difficulties". Casualties here include a clutch of Ocean conversions of Konami arcade titles (including *Green Beret*, *Rastan Saga* and *WEC Le Mans)*, and Image Works' *Terrarium* (an arcade adventure set in a bottle garden).

But it's not all doom and gloom. There are a few projects which may yet make it, though not in their original guises. Maelstrom's space epic, *Starlord*, is shaping up for release through MicroProse five years after work began for Firebird.

But wait, there's more. Join us, over the next five pages, as we take an A to Z trip through the games that never made it...

ACTION CONCEPT

Publisher: Titus
Original ETA: Winter 1990

Briefly: The French publisher's ah... action concept was to produce a system disk capable of running additional action disks. No ordinary data disks these, though. The action disks would be individual titles in their own right utilising the generic display techniques provided on the system disk to provide new scenery, characters, missions and scenarios. First up was *Commando War* in which two players could simultaneously control 12-men units in a World War II scenario. It was due to be followed by *Vikings*, *The Battle Of Trafalgar*, and an Aztec adventure.
What's The Score? The system was up and running and looking rather neat but it was simply never completed. Titus preferred to concentrate their efforts on the likes of *The Blues Brothers* and *Titus The Fox*.

ATOMIC LUNCH

Publisher: N/A
Original ETA: N/A

Briefly: There are times when publishers don't pick up programmers' wares for publication, despite Press coverage. *Atomic Lunch*, from the 'unusual' imagination of Weird Dreams co-designer and artist Herman Serrano, is such a product. *Atomic Lunch* was about a mad scientist, Gregory Michaelson, who was mutated by a nuclear accident. He was bent on taking his revenge on the world by unleashing an army of genetically-engineered super-creatures from his secret laboratory. The hero had to prevent this by using machine guns and flame-throwers to shoot the mutant bodyguards, and his wits to bypass the security system and traps before confronting Greg.
What's The Score? The design and most of the visuals for *Atomic Lunch* were complete but a programmer and publisher were never found. Herman's currently working for Audiogenic. In his spare time he's still adding ideas to *Atomic Lunch*. He's changed the storyline completely. "I've designed a new main character. He's a bit more '90s," Herman reveals. "It's this guy who's lost half of his head in an accident and has had RAM put in his head. He wakes up one day to discover someone's stolen his RAM so he goes off in search of it." Herman isn't actively seeking a programmer or publisher for his idea. "There's still a fair way to go," he says.

The mad scientist, Greg, encountered in *Atomic Lunch* - or not, as it may never see the light of day.

BODY COUNT

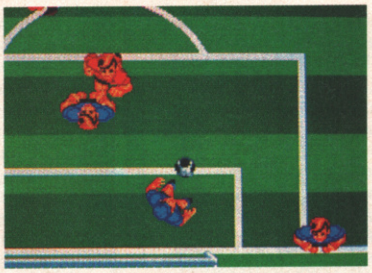
Publisher: N/A **Original ETA:** N/A

Briefly: After *Apocalypse* (see below), Strangeways' second doozy was a "high octane arcade adventure scrollabout with innovative display technology". Again, mass destruction was the order of the day, but here there was a strategy puzzle element to get the old grey matter sweating. This future sport of sorts had the player utilising an impressive array of equipment to kill opponents and bring huge buildings to the ground. *Body Count* was to have 40 challenging scenarios with four different graphic styles, and data disks to follow.
What's The Score? A complete design had been created and a short demonstration produced to help sell the product, but the Strangeways split meant it didn't get any further. And it looked so smashing, too.

ADIDAS CHAMPIONSHIP FOOTBALL

Publisher: Ocean
Original ETA: Winter 1989

Briefly: The inspiration behind Ocean France's football simulation was the Adidas Golden Shoe award, which is presented to the most outstanding player of the year. Recipients have included Maradona, Lineker and Rush. Get the idea?
What's The Score? "We decided not to release it here and let's leave it at that," says Gary Bracey. It was released in France though.



Fine for the French, but Ocean had a change of heart when it came to a British release.

AIRDUEL

Publisher: MicroProse
Original ETA: Winter 1991

Glyn Williams' *Airduel*. Planned for release through MicroProse, it's still waiting in the wings.

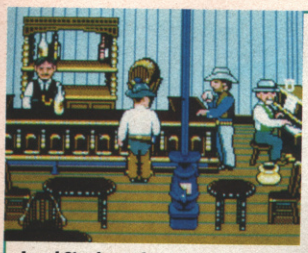
Briefly: *Warhead* author, Glyn Williams', polygon-driven flight 'n' fight simulation with impressive animated cinematic cuts. *Airduel* was formerly known as *Fokker* until MicroProse decided it should feature four types of fighter: one from the First World War, one from the second, one from today and one from tomorrow.
What's The Score? *Airduel* has been put on hold and won't be released until spring of 1993 at the earliest. Unfortunately, there is a possibility it won't ever see the light of day on the Amiga.

APOCALYPSE

Publisher: Image Works
Original ETA: Easter 1992

Briefly: Formed in November 1990 – by coders Gary Liddon and Jason Perkins and artist Paul Docherty – and disbanded in April in of this year due to "artistic differences", Strangeways were another new force in software development. They said: "We want to slacken some jaws... We really want to be the Williams of the home formats..." In those 18 months they had many innovative ideas, two of which almost came to fruition on the Amiga: *Apocalypse* and *Body Count*. Apocalypse paid tribute to *Choplifter*, *Defender*, *Fort Apocalypse* and other old favourites of that ilk. The emphasis was on destruction – there was little on screen which could not be wrecked. It was a fire fest in which the screen was awash with explosions. It was also, in the words of Gary Liddon, "a technical stunner... three scrolling levels of parallax, massive block animation... you could animate the whole background... dozens of sprites, and a component animation system which means you can bolt sprites together and the pieces can animate independently."
What's The Score? It reached a playable stage but what with the Mirrorsoft muddle and Strangeways splitting, *Apocalypse* didn't get any further. New development team Miracle Games are handling *Apocalypse* now, and it should be released through Virgin Games in the first quarter of next year.

***Apocalypse* in action. Saving refugees and torching pretty much everything else is the order of the day.**



Level 9's aborted attempt at recreating the wild, wild west.

BILLY THE KID

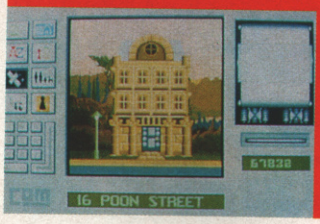
Publisher: Ocean
Original ETA: Autumn 1990

Briefly: The Wild West theme is one which hasn't often been exploited on home computers. Ocean were prepared to give it their best shot with *Billy The Kid* from seasoned text adventure creators Level 9. In *Billy The Kid* there were eight arcade-style sections bound by an adventure-cum-strategy theme. The action included bank robbery, cattle rustling and shoot-outs, and conversations with the locals for information. You could play Billy – or his killer, Pat Garret – in the town of Lincoln, and the option existed to link two machines together so the men could be played head-to-head. Billy was after the ranchers responsible for the murder of his mentor, Tunstall, while Pat had a budget for the purpose of employing Deputies and arresting Billy's gangs. *Billy The Kid* utilised Level 9's HUGE (wHolly Universal Games Engine) which took 10 man-years of development.
What's The Score? After months of research and years of development by Level 9, *Billy* reached a playable stage but was canned. "It was not completed to our satisfaction and it wasn't fully debugged. It reached a point where we decided it wouldn't be released," explains Ocean Software Director, Gary Bracey.

CONSTRUCTOR

Publisher: System 3
Original ETA: Autumn 1991

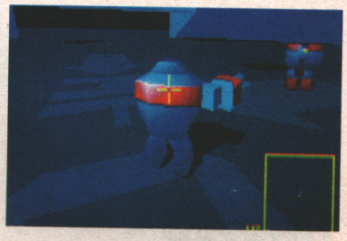
Briefly: Become an architect on a planet much like Jupiter (with its red spot) and control the planning and construction of new buildings while fending off your rivals' interference in this Phil Thornton concept.
What's The Score? *Constructor* collapsed. Phil put it behind him and moved on to design and draw the bizarre *Putty* for System 3.



Abandoned but not quite forgotten.

CYBERFIGHT

Publisher: Electronic Arts
Original ETA: Winter 1991



The (sadly) over ambitious *Cyberfight*.

Briefly: A 3D beat-'em-up with heavily armed robots, and an unusually realistic display technique to boot, from Michael Powell, who wrote *Powerdrome* and the title tracks for *Warhead* and *Jimmy White's Whirlwind Snooker*.
What's The Score? Michael's still beavering away on *CyberFight*, but it won't be appearing on the Amiga. Apparently he's struggling to get it running at a suitable speed on the IBM PC and compatibles

CHINTO'S REVENGE

Publisher: Millennium
Original ETA: September 1991

Briefly: An arcade adventure with a peculiar Japanese cartoon feel. The idea was to guide Chinto through a castle full of traps and evil guards so that he might rescue his beloved from the clutches of evil. Its colourful and atmospheric scene-setting pictures looked nice, too. *Chinto's Revenge* was being written Wing Lai, with Millennium providing the visuals.
What's The Score? "We canned it basically and that was some time ago. Sufficient progress was not being made. It may one day appear but it's not a top priority at the moment," says Millennium's Ian Saunter.

CONAN THE CIMMERIAN

Publisher: Virgin Games Software
Original ETA: January 1992

Briefly: Robert E Howard's novel barbarian attempts to defeat the arch-priest Thoth Amom and the followers of Set in a blend of arcade action (sword-fighting and maze exploration), limited character interaction, object manipulation and FRPG undertones. At least that was the idea...
What's The Score? "It wasn't finished due to the programming team's financial status," says Virgin Games Marketing Manager Andrew Wright. "It will never be finished."

DROP SOLDIER

Publisher: Image Works
Original ETA: Easter 1992

Briefly: "You could say it was loosely based on Heinlein's Starship Trooper," says author Ross Goodley of *Gravity* fame. "You played one of a platoon of 16 soldiers in powered armour in the far future, and you had to carry out a whole bunch of missions. It was infinitely extendible. You could plug in new equipment and missions with a new data disk: I eventually wanted to network it so all 16 players could play at once." The display showed a perspective main view through the player's eyes, with light-source shaded objects "which was all perfectly functional".
What's The Score? The death of Mirrorsoft meant *Drop Soldier* was never completed, let alone released. "It's sitting on my hard drive waiting for me to find the time to finish it," says Ross.

CUTIPOO

Publisher: Psygnosis
Original ETA: November 1990

Briefly: *Dr Mallet And The Tribbles*, as it used to be known, is set in a factory inhabited by cute balls of fluff called Tribbles (of Star Trek fame). Dr Mallet lives up to his name by smashing them with his big hammer. You have to stop him and lead them to safety in what appears to be a forerunner to *Lemmings*. Quality cartoon animation was author DMA Designs' ideal here.
What's The Score? "No, it's nothing like *Lemmings*," says Psygnosis' Nik Wild. "There wasn't really a game there – it was more of a demonstration of cartoon graphics. There's no definite release date at the moment."

DICK SPECIAL

Publisher: Firebird
Original ETA: Spring 1988

For the first time in print, a scene from the legendary *Dick Special*.

Briefly: Sandy White is another erstwhile 8-bit star who set the Spectrum world alight, with such innovative hits as *3D Ant Attack* and *I, Of The Mask*. Neither project was set for 16-bit conversion, but Sandy was working on the odd-looking *Dick Special: The Search For Spook*, an isometric perspective arcade adventure for the Amiga. Firebird were promising great things in 1987, though exactly what *Dick Special* was all about wasn't quite clear. It was obvious, however, that *Dick Special* was not just a girl-next-door looker – Angela Sutherland's impressive art was very non-computery, and the main character stood an impressive 96 pixels tall. One former Firebird employee of some repute said: "I still haven't seen anything to touch it [*Dick Special*]."
What's The Score? It's a pity then that Sandy's now printing posters for a living. But wait. What's this? *Dick Special* may yet appear on the Amiga? Egad. Stay tuned to this station...

DRIFTLANDS

Publisher: Activision
Original ETA: Winter 1989

Briefly: *Sim City* meets *Populous* meets *Time Bandits* in a strategy romp utilising a unique combination of polygons and sprites and drawn animations. The inhabitants of the *Driftlands* planet lived on huge floating islands in the sky. The technology used in play was medieval but that didn't stop you from building huge canvas sails to steer the islands or annexing them to create conurbations. The design was by Tim Best and Herman Serrano (who also provided the visuals), with former Binary Designs coders Nick Vincent and Andy Hiecke (both later became Creative Materials).
What's The Score? "It didn't get much past the sketchwork stages. Plenty of money was pumped into it but somehow it fell apart. People left the project and it was canned," said a former Activision employee.

DUSTER

Publisher: Image Works
Original ETA: Autumn 1992

Briefly: A futuristic strategy management simulation with action undertones and 3D polygon display. This took place on the planet Heaven where giant, constantly-mutating insects and other creatures roam, destroying crops and anything else which takes their fancy. A Duster is a crop-sprayer turned exterminator-cum-bounty hunter earning cash through 'contracts'. Authors, Realtime, were attempting to create a bizarre atmosphere with a form of Duster trucker society with its own jargon, clubs and bulletin boards.
What's The Score? Realtime went through a reorganisation and *Flight Of The Intruder* creators, Rowan, took over. *Duster* reached a basic playable form but hasn't got any further since Mirrorsoft died. Rowan are now busy with *Reach For The Skies* for Virgin Games.

FLAMING CARROT: ARMED AND LUDICROUS

Publisher: N/A
Original ETA: N/A

Briefly: The cult comicbook hero comes to Amigaville thanks to *The Kristal* and *Obitus* co-coder Justin Garvanovic, artist Michael Haigh, and the legendary Nick Pelling. *The Flaming Carrot* came into being when he read 5,000 comic books in a single sitting. The well-meaning simpleton crime stopper wears a flame-topped carrot mask and carries an armful of stink bombs and a nuclear-powered pogo stick. The Carrot's companions include a group of scantily-clad babes (called the Bikini Teens), Sponge Boy and Barky The Dog (who's only super-power is turning into a terrier). Nick's design was based on stories from the comic and concerned four arcade-adventurey sections to explore, with all manner of weird and wonderful things to see and do.
What's The Score? "We spoke to Bob Burden [Carrot's creator] and he was all for it," says Justin. "We got a lot done but it wasn't to the stage where publishers thought it was interesting enough to have. We'd have to have done more, but you can't really do that if you're not getting paid for it. It's still sitting there, waiting. I'd really like to do it. It just needs someone to say yes." Justin also converted Nick's BBC hit *Frak!* to the Amiga. "It got to the stage of the BBC version but I couldn't get anyone to buy it for the same reasons as before." Coincidentally, Nick's very own *Frak 3D* fell by the wayside for the same reason.

Superhero turned canned carrot.

EPT

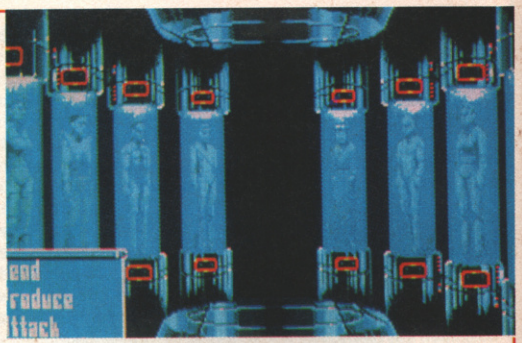
Publisher: Firebird **Original ETA:** Spring 1988

Briefly: *EPT* was intended to be the ultimate space opera – an elite *Elite* if you will. Its universe was filled with alien races and their individual space stations – huge rotating structures containing thousands of interactive rooms. The *EPT* title was rumoured to be an acronym for Elite Piss Take, while the Americans would associate it with Early Pregnancy Test, apparently. *EPT* was also known as *STAR* (Space, Time And Relativity) and *Frontier*.
What's The Score? Realtime felt their two-inch thick specification was wonderful but not programmable in any time scale less than decades. Their stumbling block was ship aerodynamics. Every craft in *EPT* had its own calculated mass which affected its performance. Whenever the mass of any one of the hundreds of ships changed, data galore needed to be altered accordingly to affect the action. A time-consuming feat for any computer. Realtime got as far as putting together an embryonic implementation of the concept. It was a crude demonstration of what was to come with an example of a space station and some craft including a police ship with 'POLICE' scrawled down the side. *EPT* won't ever surface from Realtime, especially in light of the company's 'reshuffle'.

EXODUS

Publisher: Activision
Original ETA: Winter 1989

Briefly: A weird management strategy affair from the *Driftlands* team. *Exodus* required a combination of guile, trading and aggressive behaviour for the purpose of creating an army and finding the necessary technology to build a fleet of spaceships capable of taking you to another planet before some nasty folk flattened the one you were on. The core of the strategy centred around six members of a council with specific responsibilities for your population. There were some pretty Star Trek-style transporter sequences when they appeared in their chambers, and the action sequences combined polygons, sprites and animations.
What's The Score? It never got to stage of having playability, and was canned for the same reasons as *Driftlands*.

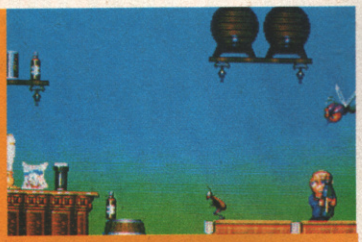


Shades of Kirk and co in the extinct *Exodus*.

DYNAMIC DEBUGGER

Publisher: Image Works
Original ETA: Summer 1989

Briefly: Interactive Pixels (Jon Knox, Andy Reece and Alan Witherhew) made bold claims of *Dynamic Debugger*. It was unique in the way it utilised the Amiga's HAM (Hold And Modify) mode, which means 4,096 colours on screen at once. Now Mandarin's *Pioneer Plague* (written by former Cinemawarer Bill Williams) had a static screen, but *Dynamic Debugger* had full-screen, smooth horizontal scrolling scenery with horizontal overscan for good measure. The scenario concerned 10 different worlds with between 10 and 15 scenes of 12 screens in length. World one was a garden inhabited by beetles and spiders which were shot with a DDT gun, while world two was drink orientated and saw a cork-shooting champagne bottle used to knock out pink elephants. Arguably artist Pete Lyons didn't take advantage of all that colour, and the playability was basic, but the potential of it all could have given the Amiga a clear edge over all other formats.
What's The Score? Unfortunately *Dynamic Debugger* turned out to be a bit of a White Elephant. The HAM scroll was tasty, as anyone who saw it in action will testify, but it was limited. Interactive Pixels left the project with Image Works, and coders who subsequently saw their handiwork decided it was a lost cause. The technique was memory hungry and too time consuming for the Amiga, which meant that little could be done with it.



HAMming it up in the milestone *Dynamic Debugger* – now on the garbage heap.

FLOPS

Publisher: Electronic Arts
Original ETA: Autumn 1991

Briefly: *FLOPS* is an acronym for Futile League Of Pathetic Superheroes. "It was a mixture of genres but essentially a wacky pastiche of the platform recipe," says Electronic Arts' Simon Jeffery.
What's The Score? It may well appear, but not through Electronic Arts. The *FLOPS* development team, Eldritch The Cat, have since dissolved, but it's possible one of the former members will see the project through.

GUERRILLA WAR

Publisher: Ocean
Original ETA: Spring 1989

Briefly: The Amiga conversion of SNK's horizontal scrolling shoot-'em-up and the sequel to *Victory Road* and *Ikari Warriors*.
What's The Score? "It got quite far and was looking quite good but the developers literally walked away from that one so it never got finished," says Gary Bracey.

THE LEGEND OF PRINCE VALIANT

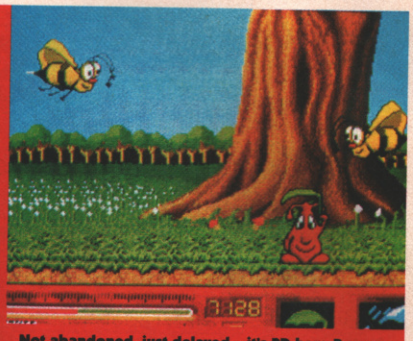
Publisher: Ocean
Original ETA: Summer 1992

Briefly: A BBC TV cartoon series based on the legend of King Arthur, *The Legend Of Prince Valiant* evolved from an illustrated historical comic which first appeared in 1937. Ocean acquired the licence last year.
What's The Score? Home computer versions were on the cards when the licence was announced. But now they aren't. Ocean may get round to it, but don't hold your breath.

PUGGSY

Publisher: Psygnosis
Original ETA: February 1991

Briefly: The 'cute' darling of the Public Domain makes the leap from mere animated sequences to star in an interactive cartoon (read: arcade adventure) from Liverpool's finest software publisher.
What's The Score? "It's looking very nice on the Mega Drive," says Nik Wild. "It should be released before long on the Amiga but there's no date yet."



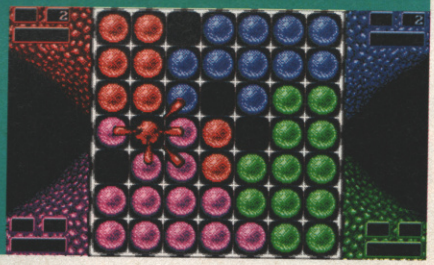
Not abandoned, just delayed – it's PD hero Puggsy.

INFECTION

Publisher: 16 Blitz
Original ETA: Winter 1988

Briefly: A distant relative of the boardgame Othello but with a cellular theme and which could only sensibly be implemented on a computer. It was intended to be the flagship of the 16-Blitz £4.99 budget range from Mastertronic, as the company was known then.

What's The Score? *Infection* became *Spot* and lost a lot in the process (see the review in AP3). There was a trippy interactive animated oily effect on the title screen in which you could dip a mouse-driven 'finger' to good effect. The moody and atmospheric David Whittaker soundtrack (inspired by S'Express' Coma) might re-emerge elsewhere.



***Infection*: Transformed into the expensive *Spot*.**

Q8 TEAM BOARD RALLY SIMULATOR

Publisher: Thalamus
Original ETA: Winter 1990

Briefly: The lengthy title represents a driving simulation based on Ford's Sierra Cosworth in the 1000 Lakes competition.
What's The Score? Development team Digital Arts spent two years working on their filled polygon 3D routines but there wasn't much to show for it and the project was cancelled. "The programmers went bust," says Thalamus' David Birch. "We've still got the licence, so we'll probably do something with it." Dutch coder Pieter Opdam, author of Borobodur, has written "some nice road routines" which may well turn up in a new *Q8 Team Board Rally Simulator* early next year.

LHX ATTACK CHOPPER

Publisher: Electronic Arts
Original ETA: Autumn 1991

Briefly: A conversion of a polygon-based helicopter flight 'n' fight simulation which was a big hit with owners of IBM PCs and compatibles. It's a smasher, with the player speeding over desert terrain, blowing up camels and Arab tents. Oh, and masses of tanks and stuff, too.
What's The Score? It won't be released, which is a great shame. "It was shot in the head," says Electronic Arts' Simon Jeffery. "It was taking too long, and we couldn't get it running at the same speed as the PC version and we didn't want to compromise the whizzy flying around and shooting things action."

RANDOLPH THE ROBOT

Publisher: N/A
Original ETA: Summer 1990

Briefly: Hidden Treasures, the people behind *StarRay*, were working on a 32-colour shoot-'em-up with some fancy extra weaponry and massive level-end boss characters. The team were represented here by former Firebird and Logotron person, Herbert Wright, but *Randolph* was never picked up by a publisher.
What's The Score? "I have no idea," says Herbert. "I haven't spoken to them for ages. The last I heard the team was having problems staying together." We tried contacting Hidden Treasures but to no avail. It would seem that *Randolph The Robot* is unlikely to reappear.

This is Randolph. He's a robot. He's been dumped.

MR NUTS

Publisher: Ocean
Original ETA: N/A

Briefly: It sounds like Mr Tom, the nutty, erm... nutty bar, but, thankfully, it's not. *Mr Nuts* is a multi-talented squirrel character in a bizarre *Sonic*-style platform romp which is the brainchild of those crazy Ocean France boys.
What's The Score? Despite originating on the Amiga, *Mr Nuts* is now, like so many things these days, a console-only product. Boo. Hiss.

NIGHTBREED

Publisher: Ocean
Original ETA: Spring 1991

Briefly: Yes, a third *Nightbreed* game was on the cards, this one from Imagitec. "It follows the movie but it's a hard-core role playing game along the lines of *Ultima*. There are hundreds of characters and a huge map," Ocean's Gary Bracey reveals.
What's The Score? "It's actually been finished for nine months or so and is sitting on our shelf on hold and that's all I can say," says Gary.

The release of *Restrictor* has been restricted – permanently.

RESTRICTOR

Publisher: Thalamus
Original ETA: Winter 1990

Briefly: An original high-speed mixture of racing and shoot-'em-up action from Arc Developments.
What's The Score? *Restrictor*'s been on hold since late 1990. Arc have since moved on to other projects and it's unlikely they will ever return to *Restrictor* for the Amiga.

ROLLERBABES

Publisher: Image Works (Cinemaware)
Original ETA: Winter 1991

Check out the adversaries to the luscious Rollerbabes.

Briefly: An imaginary sport combining basketball, ice hockey, roller skating, wrestling, boxing and skateboarding on a circular track and in the *TV Sports* mould. The raunchy and riotous *Rollerbabes* were the top (heavy) team competing against eight less-able bodies (including a group of teachers called the Eraser Heads) which resembled the sort of characters you'd find on bubble gum cards in the mid-70s.
What's The Score? Shortly before Mirrorsoft's demise, Cinemaware became Acme. Mindscape then picked up their two new *TV Sports – Boxing and Baseball* – but not *Rollerbabes*. "We didn't feel it was right for the European market," says Mindscape's Phil Harrison. That leaves the Amiga version almost complete and still available for release.

TENTACLE

Publisher: Millennium
Original ETA: April 1991

Briefly: A shoot-'em-up from Eldritch The Cat in which the ship was tethered to the parallax-scrolling landscape by stretchy strings and huge Psygnosis-esque sprites were on the attack.
What's The Score? "It was very late so we canned that one," says Millennium's Ian Saunter. "Bits and pieces eventually surfaced in another game from another publisher, but that's about all I can tell you."

SABRE WULF

Publisher: Krisalis
Original ETA: Winter 1989

The games legend that is Sabre Wulf – sadly never to get an Amiga release.

Briefly: The jungle maze-based arcade adventure *Sabre Wulf* was one of many Spectrum classics to come from the mysterious yet talented Ultimate Play The Game team. They never made the move to the Amiga, concentrating instead on the Nintendo Entertainment System. Yet in 1989 it looked as though they might, through Krisalis.
What's The Score? *Sabre Wulf* was actually up and running on the Amiga, looking a mite more colourful but playing nearasdamnit the same. *Knight Lore* and others were planned, too. But nothing ever appeared. "Let's just say they were legends in their own lifetime and were perhaps best left where they were, on the Spectrum," says Krisalis' Tony Cavanagh.

SKELTOR

Publisher: Novagen
Original ETA: Summer 1988

Briefly: A second-person, three-dimensional version of *Asteroids*.
What's The Score? Author Paul Woakes found it impractical to implement playability so the idea was dropped. For the record, some of the routines used (quite effectively as it turned out) to display the floating, spinning, shrinking and growing rocks made their way into *Encounter*, though less successfully than in their original incarnation. Sadly, Novagen is no longer in existence as a publisher.

TURBOCHARGE

Publisher: System 3
Original ETA: October 1991

Briefly: A high-speed race 'n' chase simulation with a Ferrari, some drug dealers and a truckload of violence.
What's The Score? System 3 decided *Turbocharge* simply wasn't good enough and weren't prepared to rewrite it from scratch.

SOLAR JETMAN: THE HUNT FOR THE GOLDEN WARPSHIP

Publisher: Storm
Original ETA: Spring 1991

It plays better than it looks, but it no longer matters.

Briefly: Ultimate's (or, more precisely, Rare's) critically acclaimed Nintendo console project for arcade machine manufacturer and cartridge publisher Trade West (*Super Off-Road Racer, Double Dragon III*).
What's The Score? Software Creations' exact conversion of *Solar Jetman* ran along the lines of a beefed up *Thrust*, which was new to the Nintendo, but not at all new to home computer owners. "We didn't feel it would be the right game for us," says Storm's Nadia Singh.

WATCHMEN

Publisher: Ocean
Original ETA: Autumn 1989

Briefly: The Amiga interpretation of the successful comicbook collaboration of writer Alan Moore and artist Dave Gibbons. "It was to be a sophisticated multi-player arcade adventure," says Ocean's Gary Bracey. "Our ideas were really ambitious. It's probably more valid for the CD format than the 16-bits we were considering at the time when we were primarily an 8-bit publisher."
What's The Score? Nothing ever materialised and nothing ever will. "We hadn't signed a contract at the time and the comicbook became less significant," Gary continues. "We were collaborating with Dave Gibbons and struck up a good relationship with him, but that's all that came of it. We were waiting for the film but it fell through so we decided not to do it." Terry Gilliam was lined up to direct Watchmen from a script by Sam Haam (one half of the team behind Batman Returns), but he didn't after Munchausen and little hgas been heard of *Watchmen* since.

SCAVENGER

Publisher: Hewson
Original ETA: August 1990

Scavenger, now forever confined to the shadows of computer history.

Briefly: An arcade adventure with shoot-'em-up undertones from *Nebulus* author John Phillips – or "a mix of *Ghosts 'n' Goblins* with some puzzles," as he described it. *Scavenger* made sexy use of shadows which altered according to the position of objects relative to the light source.
What's The Score? As neat as *Scavenger* looked, implementing playability was not quite so simple a task. After a great many changes of tack, the idea was dropped for good and stands little chance of resurfacing. John is now working on games for the Sega Mega Drive console.

SPLASH GORDON

Publisher: Millennium
Original ETA: November 1992

Briefly: James Pond returns. The action takes place on the moon, which is made of cheese, and the Pond character is larger than before. The look and feel have changed quite drastically, thanks to the author Chris Sorrell's new scrolling engine.
What's The Score? It's still happening, but it won't appear until April of next year. "The reason," says Millennium's Ian Saunter, "is that it's so neat and the system is so good, we thought we'd work on it a bit longer."

EPILOGUE

And there we have it. Some lost gems, and some games which are better buried. One thing's for sure, the list will inevitably get longer. ●

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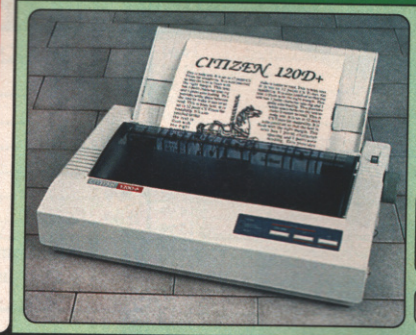

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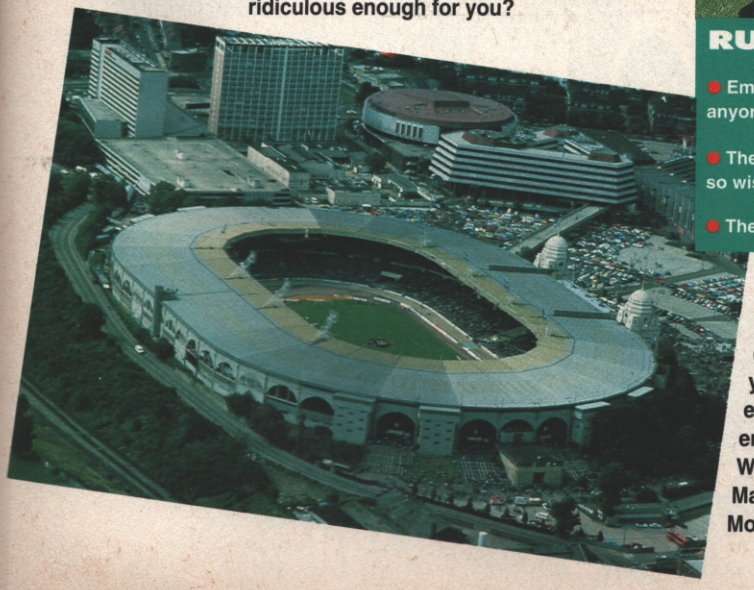
SO WHAT'S THE SCORE THEN?

Think you can do better than Mr Taylor and his handpicked team? Well, now's your chance. What we want you to do is to select your own 'dream team', a team to take England to the finals of the European Championships, and – heck! – win! The team can be composed of anyone at all – except for professional footballers. And of course we'll want to know the reasons why you chose Clint Eastwood as your goalie, Rudyard Kipling as your centre forward or whatever. Remember, no real footballers allowed (just like the England team really, ahem). How about that, then? Is that ridiculous enough for you?

RULES AND REGULATIONS

- Employees of Future, Krisalis, professional footballers, the FA and anyone who's recorded a song with Kiki Dee are not eligible to enter.
- The Editor will have all the power to make whatever final decision he so wishes. About anything whatsoever. However irrelevant.
- The closing date for entries is 31st October 1992.



Now simply write your dream team and the reasons for your choices down on a postcard – or, if you wish, the back of an envelope – and send your entries to: I Want To Sing ''Ere We Go, 'Ere We Go' With My Mates Competition, AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.

COMPETITION

TOTAL! The ONLY magazine dedicated to Nintendo gamers, full of reviews and tips for the NES, Game Boy and Super NES!

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VROOOM!
Burning rubber on the baby Nintendo comes World Circuit Series – a Formula One racer which can handle up to four players!

SCREEEECH!
We've got a whole bunch of NES racing games, with Micro Machines, Ferrari GP, Rad Racer and Turbo Racing. Blimey!

BROOOM!
Top Gear breaks all the rules on the Super Nintendo. It's fast, rapid, speedy, swift and just a tad nippy – even in two-player mode! Er... we've got RPM Racing as well. But let's not mention that.

Stuffed what? A whacking great *what*?! (You'd better buy an issue and find out!)

Free book! Yes, mini-reviews and tips of 42 Game Boy and 42 NES games!

Got a Nintendo? Then get TOTAL! Issue nine is on sale right NOW!

Letters, mate, we've got 'em. We've got 'em about Kylie and we've got 'em about kangaroos (coincidence or magic? You decide). We've got 'em from poor people, from worried people and from just plain old utterly barking mad people.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon, BA1 2BW.

DO THE write THING

'NO, GROAN'

Dear AMIGA POWER,
I was horrified to read the letter, no, 'groan' from the programmer Peter Scott. First he complained about people sending in letters of frustration at the rising costs of games. He made some idiotic comparisons, but I am pleased to say you put him right.

He then goes on to say that most games are released on budget, but not enough. No one would bother pirating a game costing only £8. There is money in budget releases, just ask Code Masters or look at the top 20. But that's enough moaning, at least, about Peter's moaning.

Now I come to every magazine buyers problem, coverdisks. Many magazines are now adding a second disk to their mags, but unfortunately also £1 to their price.

Your own mag is very good and undoubtedly much better than the lesser mags parked shamedly next to yours down at the corner shop. Yours and the other mags' coverdisks, however tend to vary between demos of published games and full PD games. While a few PD games are nice, the main thing I like to see on a coverdisk is a demo of a published game. Your best ever coverdisks were on issue 13. These allow you to see if you like games like *Wizkid* and *Sensible Soccer*. In order to justify an extra pound this standard must be attained.

Thanks for bothering to read, Phil Rule, Flanstead, Hants.

'SUCH A BAD PICTURE'

Dear AP,
What you are about to read may or may not be true (so if you want you can read something else). It all started like this. It was a gay (as in happy) morning in the spring and an excited boy ran across the street to the newsagent's to see if his favourite mag was in, but it wasn't. He wandered lonely through the shop and performed the Future Publishing ritual and to his surprise a light shone on AMIGA POWER (12) so he bought it and read it. How do I know this? Well, I am that boy!

Now on with the letter. Why do you paint such a bad picture of Amiga games? Honestly, you would think that Stuart Campbell (rumoured to be from Campbell's soup) and Gary (Pig) Penn are secret agents from Atari. *(Oh no! Rumbled! – Stuart and Gary.)* Software companies have enough trouble with pirates, never mind you lot slagging off their software. A boy in my class read the mag and decided he did not want an Amiga because (according to you) "Beat-'em-ups are generally crap" and "total rubbish". Why not do something good for the software industry?

Yours Thank (God I've finished) fully, Martin Macdonald, Malaga, Spain

Beat-'em-ups are crap, so your friend decided not to buy an Amiga (the games machine with fewer beat-'em-ups available for it than any other system)? Beat-'em-ups ARE generally crap – on all computer and console systems. And are you seriously suggesting that we should give every single game we review a good mark, no matter what it's actually like? You must, then, be the kind of person who isn't bothered about wasting £30 or more of your hard-earned cash on a totally duff game, which means one of three things – either you're incredibly rich, stupid, or you're a pirate.

'GO HOME NOW'

Dear AMIGA POWER,
I am about to attempt a trick never performed before, that is to write several letters combined in the same letter. Ha! Ha! Without the aid of a safety net.
1) This, I am afraid is about the New Improved Top 100 Games ("Not another one" you scream) or more importantly the people who complained about them. Have none of your whingers heard of the word 'subjective'? Stuart Campbell has already explained how much he hates *Golden Axe* but he helped design the list. So it follows that a number of people will hate the other games included. Personally I can't stand *Formula One Grand Prix* but I realise that a great number of people love it. So I don't really care that it is at number two. It's all a matter of taste.
2) Why has Rich Pelley's photograph started to look like Captain Hook? Is he hoping for a cameo role in *The Secret of Monkey Island 3*?
3) Any chance of a knighthood for the Sensible lads? Sir Geoffrey Crammond received one after all for *F1GP* (sort of).
4) *D/Generation* is almost as good (from what I have seen from the demo) as *Sensible Soccer* but something fishy is going on. W H Smith was stocking it for a super bargainous (is that the word? If it isn't it should be) £19.99 while Bristol's Virgin Games Store said it wasn't out yet on the Amiga. Who's conning who?
5) Whatever happened to Stuart N Hardy? Does he still write in or does he send his inane scribblings to other magazines? Has he been silenced for good? *(Well, he won't be in AMIGA POWER any more, that's for sure – Ed.)*
6) Games dedications. *Brat* – Macauley Caulkin, *Rise of the Dragon* – Baroness Margaret Thatcher, *Megafortress* – Iraq's Ministry of Agriculture, *Might and Magic* – Paul Daniels, *Horror Zombies From the Crypt* – The House of Lords and some other incredibly witty other ones that I can't think of at the moment.
7) Umm, I've finished, you can go home now.

Yours, Colin Parfitt, Bedminster, Bristol

'GLEEFULLY STRANGLE'

Dear Amiga Power,
I thought Gary Penn's review of *Civilization* was too harsh. I think the immense depth of *Civilization* provides ample reward, and yet it is accessible to the new player. (If only there was a two player link.)

Agreed, the user interface isn't very pretty, but it is easy to use and provides lots of on-line help. What's wrong with WIMPs? Imagine trying to decipher 60 odd icons! My copy doesn't flicker when presenting information either. "Shoddy and a chore?" Not fair.

Mega lo Mania has the same evolutionary theme as *Civilization*, but who wouldn't gleefully strangle the owners of those digitised voices!

Slick presentation and gimmickry can be a disappointment when the game behind is limited.

Adrian Scotland's letter rightly says that presentation and gameplay should be indivisible, but when so much software has superficial gameplay, I think that MicroProse deserve praise for their serious titles.

Finally, I really do enjoy AP, but I'm just worried you think Amiga players aren't as clever as those mature PC owners!

Yours sincerely, Richard Loader, Wareham, Dorset

We don't understand letters like this, we really don't. Okay Richard, so you've got Civilization *and you think it's fab. Great. We're really happy for you. If you're getting enjoyment from the game, that's what it's all about. Remember, reviews are pretty subjective things. It's not even as if we slagged it off, the thing got 80 percent, for goodness' sake! Loosen up, y'know?*

'GO TO A PSYCHIATRIST'

Dear AMIGA POWER,
I am just writing to tell you that I have just purchased my second issue of AMIGA POWER (issue 15) and have thoroughly enjoyed the read and I think it's informative but light-hearted which helps a great deal. When reading this →

ACTING LESSONS winner

'KILL KYLIE'
Dear AP
After reading through the August issue of AMIGA POWER, I was compelled to put fingers to keyboard in reply to Ian Ritch's letter (at the bottom of page 93).

While it's all very well shooting Jimmy Hill, and we'd all love to burn all copies of the 1966 world cup final (and all the other years for that matter), how can you possibly think that killing the entire Minogue family would do any good? I mean Kylie's the nicest, most beautiful, sexy, gorgeous, perfect, lovely, fantastic, cute girl in the whole world and anybody who doesn't really like her must be insane. Anyway, if anybody did ever kill Kylie, the software industry would lose at least 80 software sales over the next three years because I wouldn't be able to go on without the one and only Kylie, and would probably end up fixing my CD player so it works with the lid open and using the laser to remove my head, thus killing one of the people who supports the software industry by not being a pirate.

And while I'm on the subject of piracy, here's a little hint for anybody who thinks software is so expensive that the only solution is to get 'cracked' games – join Special Reserve! You'll get cheap, reliable software, fast service, and FAST can't prosecute you for it!
Yours sincerely, Andy "Kylie Crazy" Wilkinson, Sunderland, Tyne & Wear
PS I love Kylie.

DO THE write THING

exceptional publication, I saw a couple of the writers of the letters in Do The Write Thing mocked and criticised your reviewer's and magazine's decision in general about *Rainbow Islands* being the best Amiga game of all time. I think the decision is easily vindicated. Obviously the partly toasted cheese sarnies of this world don't have the foggiest idea of what a classic game is made of.

For a start the game must have graphics which consist of unnoticeable scrolling, colourful and detailed backgrounds, refined animation and the main character must be simply identified. The sound must have good sound effects plus a superb main tune. The game must last the player at least a month and lastly, but most importantly, the game must have incredible gameplay. The game must capture the player with addictiveness beyond belief. I agree with AP that *Rainbow Islands* grips you like no other game. It is the one game that is as near to perfect as it or any other game can be. It drives you insane, but all of the time, deep down, you love it.

My favourite games of all time, I believe, have the characteristics I have talked about.

1. *Rainbow Islands*
2. *Speedball 2*
3. *Monkey Island 2*
4. *Populous 2*
5. *Sensible Soccer*

Anybody that doesn't agree with these needs to go to a psychiatrist.

Justin Boltwood, Petersfield, Hants.

'SUBSCRIBE!'

Dear AMIGA POWER,

Why the hell's everybody moaning about the price of AP, eh?

Why don't you subscribe? It's much cheaper and you get a free game in the process. It costs £34.95 to subscribe. 12 AP's priced at £2.95 equals £34.50 so you're paying 55p for a game! But if you get 6 AP's at £2.95 and another 6 priced at £3.75 that equals £40.20! So you save £5.25. What's all the fuss about? Subscribe!

Yours sincerely Daniel Webber, Abingdon, Oxon

Couldn't agree more, Dan. Catch 'em before they notice and put the price up, kids.

'ALIEN SCUM'

Dear AMIGA POWER

STOP PRESS!

The truth about Stuart Campbell.....

Stuart Campbell is a Zillon from the planet Bonk, it came in a space pod 9837A (known to most people as the BBC studios). Its main objective, to destroy as many mags as possible, AMIGA POWER, its first target? Just look at what it has said:

Pinball Dreams – 87 percent. Sorry, too low – 92 percent.

Project X – 78 percent, hard? What about *R-Type II* then? – 90 percent.

Rodland – 86 percent. come on, it's only got 40 screens! – 70 percent.

R-Type II – 88 percent. So *Project X* is hard? – 65 percent.

Videokid – 70 percent. Drab and dull, it makes me sick – 60 percent.

Vroom - 88 percent. Fast, but the Jag wins – 70 percent.

Last Ninja 3 – 80 percent. Best of the bunch, but still only 70 percent.

Jaguar XJ220 – 70 percent. Nowhere near as good as *Vroom*, barely worth 70 percent. – Get a life Mr Zillon, 88 percent.

Striker – 76 percent. This game is fantastic - 92 percent.

Rainbow Islands – 96 percent, how rubbish is this game? Fit for an ST! – 50%

So my final warning, Stuart Campbell is alien scum, get rid of him, now!

Yours, Sam "I hate Stuart Campbell" Dixon.

PS Can I have a copy of *Sensible Soccer* so I can see if it is as good as *Striker*? If not, can I have *Smash TV: The Rip Off*?

Dear Sam, you are a very sad man.

'FIGHT EVIL'

Dear AP,

It is 11am on the 8th of August and as I am bored stupid at this time I got out my July issue of AP and read it again, then I got to the letters page, and I got to Mark Oliver's letter on role playing games, and all I can say is good on him.

As an Advanced Dungeon and Dragons DM I find Pat Reeve's letter very funny as there are at present no games promoting devil worshipping or the forces of evil, from Gurps to Warhammer from Turtles to Toon they all have one thing in common and that is, you have to fight evil not good as with the computer versions of these games. I mean, I know families who love to sit round a board of *Hero Quest* and play for a evening, it doesn't mean they worship the devil or anything, they just want to have some fun together and that's why people play on computers to have fun isn't it or have I gone mad. *(Hey, calm down Peter, take a breath sometimes... – Ed.)* A few months back a kid said in Gamesman that when he tells people that he plays D&D, people reply saying that this hobby has driven people to suicide. But he also pointed out that in America two million teenagers play AD&D and that the American teenagers suicide rate is 18 per 100,000. On this ratio 360 D&D players have committed suicide, but in reality only 28 Dungeons & Dragons players have committed suicide, so doesn't that mean that Dungeons & Dragons brings down the suicide rate?

Yours Sincerely, Peter Gardner, Malton, N Yorks

But Peter, didn't you know? If you play RPGs then you MUST be a satanist. The 'moral majority' said so, so it must be true. And of course horror movies will turn you into a psychopath, and modern music... well, it just doesn't bear thinking about. Let's just be thankful we've got people to shield us from all the nasty things, eh?

'GIVEN ME TECHNOFEAR'

Dear Guys and Gals at AMIGA POWER,

Is the humble A500 about to be relegated to the VIC 20 end of the computer market? It is becoming increasingly apparent that programmers are providing for upgraded machines with the likes of *Links* and *Hare Raising Havoc*, hard drive only games. Magazines haven't helped. Amiga Format has given me technofear on more than one occasion. The CDTV, the A500+ and the A600 have all given me recurring nightmares. These machines are being ranted about almost all the time. I know this is supposed to encourage people to buy, but what about the standard A500 owners? I've upgraded, though, I must admit not a great deal. I have one meg and an external disk drive. Surveys have proved that most of your and Amiga Format's readership consist of A500 owners. Please tell me whether I'm going to be lumbered with a machine that will become 'yesterday's news' soon.

My main reason for fear is because I upgraded from a Spectrum 48K, a splendid little thing with rubber keys and some of the best games around. However, I noticed the sizes of the magazines go down and I realised that the day of the Speccy had gone. I must agree that I shouldn't really be writing to you about this, mainly because you haven't done large, foreboding features on these new machines. I suppose it would be good for you to know this in the future though.

On a lighter note, however, let me congratulate you on producing the best computer magazine money can buy. I agree with 99 percent of the reviews and can trust you to tell me about good and bad games, taking price into account, a fact which others seem to ignore.

Why don't you put prices on the PD section? I want to know how much *Smash TV - The Rip Off* is, seeing as the full price was crap.

Have you noticed how much consoles want to be computers with the advent of mice for the SNES etc? It seems strange that the A600 is becoming a console with its cartridge port.

Oh... one last thing. I'm looking for copies of *Manic Mansion*, *Zak McKraken And The Alien Mindbenders* and *Loom*. Being the kind souls you are, could you help me?

Yours longwindedly, Kevin Donoghue, Tyne And Wear.

'FEEL THE URGE'

Dear Sirs,

Congratulations on your policy of not reviewing games until you see a finished version. I agree with you that this is the only way to give a game a fair mark.

Sometimes though, I feel the urge to go out and by a game before seeing a review. To save me spending £30 on a complete load of crap in future how about giving games a rough rating out of 10 in your previews section so readers can get a rough idea of what the game is going to be like.

I know a lot of other magazines review games before they are released but I find it difficult to trust their reviews, especially after a certain magazine gave a

ask AMIGA POWER

Is it possible to sue other magazines for claiming *Sensible Soccer* is not as good as *Kick Off 2*?
James Malvern, London

No.

Will games come out exclusively for the A600 which need a PCMDA card to run?
Phil Rule, Flanstead

Maybe.

I have an Amstrad LQ5000di (24 pin) dot matrix printer, can I use it with my Amiga and if so how do I select it on the preferences menu in Workbench?
Stephen Wilson, Newcastle upon Tyne

Absolutely no idea.

Is it true that ex-AP editor Matt Bielby has been moonlighting as the star of TV's Doogie Howser, MD?
Jez Robson, Hartlepool

Yes.

THUMP IN THE MOUTH winner

'YOU HAVE MADE A MISTAKE'

Dear AMIGA POWER

I have written this letter to say that you have made a mistake in your February 1992 issue. You said that Earthquake was a team mate with Tornado, when he is really a team mate with Typhoon.

From Des Searle, Bacup, Lancs

Dear Des, you are a cretin.

very average car game 98 percent !!!
Yours Faithfully, Matthew Fell, Brough N. Humbershire.

Sorry, Matthew, but if we start judging games in previews it's but a tiny short step away from reviewing unfinished product, and that's something we just don't do. Try to be patient, you know it's the only sensible way.

DO THE write THING

'HAIR COLOURING'

Mr Campbell,

Yer a Blether! *(I think this is Scottish for 'I disagree with your review of* Sensible Soccer' *– Ed.)*

Having believed the hype and rushed out to buy your 'Top three Amiga game of all time', I found that I got a game that's only redeeming value is its accuracy of the players hair colouring (Richard Gough excluded).

You must be a big fan of East Stirling if this game is a true to life simulation, can you run the length of a park in two to three seconds, tackle from behind (FIFA rules not Scottish) and hit the ball straight at the goalkeeper (Chris Woods excluded) to score? I think not. Also, what is the point of a defence if the opposition always score from 30 yards out (before your defensive line is reached) and your midfield are up the opposing end after your attack had broken down (a very common occurrence).

Play the game Stuart. This is not a simulation of football but a cross between the Keystone Kops and a beat 'em up!

The most frustrating waste of money.
Yours 40 percently, Stephen Blair, Stenhousemuir, Scotland

What can we say? Sorry Steve, but from our mailbag you're in a minority of one. And if you can run the length of the pitch in Sensible Soccer *in two to three seconds, could you tell us the address of the place you bought your accelerator? We tried it, it takes eight. There's obviously something the matter with you. Next!*

'HUNGRY KANGAROOS'

G'Day AMIGA POWER,

This is my first time writing to a computer magazine so I hope it's okay. Also I realise that the very great Editor of this very great magazine hasn't much time to listen to a letter from an Australian, So I'll hurry.

Can you please tell me what a CDTV is because I've seen plenty of them and haven't a clue what they do.

When people talk about box sizes I agree that they should be smaller. But when you get to simulations it's a bit hard to fit the manual into little tiny things.

I would also like to know why lots of people like *Kick Off 2*, personally I think it's crap. I know I don't know much about soccer or indeed soccer games, but I once played a game where the graphics were good and I managed to keep the ball somewhat more.

In issue 13 I noticed that the A600 uses some sort of card and A500 users won't be able to get good games soon, is this true and if so why? *(No it isn't, basically – Ed.)*

I must go now because I've just been kidnapped by a horde of hungry kangaroos. Bye. Oh by the way can you please print this as I've just wasted a pen writing this.
Yours sincerely, Dennis Leo, Western Australia.

'IN RHYL TODAY'

Dear AMIGA POWER,

In your August issue the article on *D/Generation* (page 7) stated that the price would be set at £19.95 to prove that games need not be expensive. However at W H Smith's shop in Rhyl today it was priced at £25.99. Explanation please!
Yours sincerely, Steven Williams, Clwyd, Wales

Yours isn't the only letter we've had about this, Steve. We've spoken to W H Smith who are confused since their policy is to sell at the RRP. D/Generation *definitely costs £19.95, so WHS should be selling the game at that price.*

'I'M A BIT POOR'

Dear AMIGA POWER,

Your all time top 100 in AP13 was a great idea: The AMIGA POWER 1992. Yes that's right a bumper feature where we, the dedicated AP readers get to vote for our favourite (and not so favourite) Amiga games and stuff.

You could include a voters sheet in the mag, several issues before the results are to be printed. Us readers fill it in, then send it to you and the results are processed. Categories could include:

1. Best Publisher.
2. Best Developing Team.
3. Best Programmer.
4. Best Graphics.
5. Best Sound/Music.
6. Best Game (Several different categories for different genres).
7. Best Original Budget Game.
8. Most Innovative Game.
9. Best Packaging.
10. Turkey of the year, (ie the crappest game). Etc, etc, etc.

I reckon this feature is a good idea and would be popular with the other readers.

By the way is there any chance you could find out if Gremlin's *Switchblade 2* will be released on budget/compilation soon? I'm a bit poor you see.
Yours Sincerely, Stephen "Bones" Russell (15), Shepton Mallet.

Yes it will, very soon at £7.99 on the GBH label. As for your other idea, it's not a bad one. We'll see how the response to the Readers' Top 100 goes and judge how popular it'd be from that. Watch this space (or one very much like it) ...

Finally, a plea. The standard of letters has been slipping lately. Why not put pen to paper about something new, interesting and intelligent? You might even win a prize for your efforts. Remember, the quality of these pages is in your hands. So go on, get writing. ●

AMIGA POWER

COMPO WINNERS

In case you've been wondering who won those competitions we've been running recently, here's a complete list of winners and runners-up...

FLY IN MY EYE COMPO:
CHEETAH BUGS

WINNERS:
1. Phil Bell, Newcastle On Tyne
2. K Ormston, Derby
3. A Hinchliffe, Bridlington
4. Stephen Russell, Shepton Mallet
5. Dion Soraine, Leeds

RUNNERS UP:
1. Harjit Singh, Huddersfield
2. Neil Mallett, Irthlingborough
3. Paul Hughes, Slough
4. Sean Duffield, Saltburn
5. Andrew Clarke, Atherstone

YOU'RE FIRED COMPO
AP14 JUNE 92
(HOLIDAY IN SICILY)

WINNER
(with: 1063 song titles, from 1836 artists)
J Rae,Lincoln

RUNNERS UP:
1. Mark M Smith, Larkhall (83)
2. Robert Brain, Birmingham (198)
3. Philip Bell, Newcastle (108)
4. Neil Hunter, Nuneaton (109)
5. Mark Porter, Coventry (61)
6. Richard Turner, Durham City (272)
7. Stephen Aston, Basildon (176)
8. Chris Mappley, Carshalton (64)
9. PR Doy, Lowestoft (56)
10. Lewis J Adam, Galashiels (62)
11. Mrs Maxine Decent, Luton (253)

GOD HELPED ME DO IT COMPO
AP15 JULY 92
(MOUNTAIN BIKE)

WINNER: Matthew Brown, Lowestoft

RUNNERS UP:

1. Martin Tucknott, Seaford
2. Andy Barnes, Rhyl
3. Mark Woodward, Tewkesbury
4. Alistair Drew, Gillingham
5. Colin Middleton, Tring
6. Jamie Cox, Yeovil
7. M A Cardinez, Ealing
8. Sally Anderson, Wymondham
9. Martin Strong, Distington
10. PCT Brookes, HMS Mercury, Petersfield

D&D START UP KIT COMPO

WINNERS:
1. Mrs C Sobczuck, Chelmsford
2. Martin Sullivan, Cardiff
3. Neil Shepherd, Herne Bay
4. Pat Andrews, Hayling Island
5. Mr D Talbot, Camberley
6. Jayne Lennox, Cheltenham

BETWEEN A CROC AND A HARD PLACE
AP16 AUGUST
(TEE SHIRTS AND STUFF)

WINNERS:
1. Hans Pragt, Zwyndeecht, Holland
2. Lee Morgan, Bracknel
3. Christopher Goater, Bexleyheath
4. Karl Brown, St Austell
5. Niall Moody, Balerno
6. Heidi Evans, South Mimms
7. Rainer Waimith, Retzstadt, Germany
8. Paul Spencer, Ramsey
9. Claire Hewes, Pontefract
10. Jonathan Bryant, Birmingham

RUNNERS UP:
1. Robert Holdsford, Cirencester
2. Simon Claydon, Bromley
3. Philip Coulter, Craigavon Northern Ireland
4. S Wilcox,Bath
5. Jackie Mycock, Mottram Via Hyde
6. Andrew Bogue, Stourport on Severn
7. Mattie Whittle, Co. Waterford, Eire
8. Christina Mc Connell, Skipton
9. Karl Wayne White, Shipston On Stour,
10. Darren Birch, Longston near Leek

TOP BREEDERS RECOMMEND IT
AP14 JUNE 92
(VIDEO OF ALIENS: THE SPECIAL EDITION AND THE GAME *HOSTILE BREED)*

Winners
1. Sam Clack, Newcastle Upon Tyne
2. M. Hunn, Canning Town
3. Miss Jacqueline Parkes, Wallsall
4. Adrian Pannett, Shrewsbury
5. Danny Hill, Billericay

Runners up (Winners of *Hostile Breed* only)
1. Richard Hadfield, Birmingham
2. Paul Clifton, Swindon
3. Sundip Jangi, Hayes
4. Russ Henderson, Huntingdon
5. Stephen Adnam, Immingham

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Introducing the very first Amiga Format Special Edition: The Complete Software Guide.

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THE BOTTOM LINE

It's a big scary old world out there. And it's filled with software people all trying desperately to make sure that you spend your money on *their* products. So where can you turn? To the AMIGA POWER Bottom Line, that's where...

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

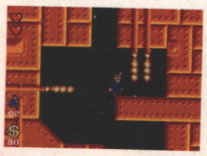
The whole point of the Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time and the reviewer's initials. If the game appeared in our new, updated All-time Top 100 Games, its position comes next, followed by the mini-review and a rating out of five stars (with red ones for real 'must buys'.) And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CC - Colin Campbell ● DG - Dave Golder ● GP - Gary Penn ● JD - Jonathan Davies ● KF - Karl Foster ● LB – Linda Barker ● MB - Matt Bielby ● MR - Mark Ramshaw ● MS - Matthew Squires ● NW - Neil West ● RL – Richard Longhurst ● RP - Rich Pelley ● SC - Stuart Campbell

ABANDONED PLACES
Electronic Zoo £29.99
AP11 80% KF
Definitely one of the biggest RPGs you'll ever play, but as you might expect, that means an awful lot of fiddling about with disks. It looks a bit tacky too, but you certainly get plenty of game for your money. ★★★★

THE ADDAMS FAMILY
Ocean £25.99



AP14 88% MB
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

ADVANTAGE TENNIS
Infogrames £25.99
AP12 69% DG
We're still waiting for the definitive Amiga tennis game. This is up there with the best of the contenders, but poor controls let it down. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99
AP12 69% MR
Great plot with some genuinely funny touches of humour, but the game itself is disappointingly straightforward and linear. For £35, it's a bit short on depth to justify buying. ★★★

AGONY
Psygnosis £25.99

AP13 78% SC
The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay (but utterly tragic music). The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. ★★★★

AIR BUCKS
Impressions £29.99
AP17 70% MR
Fighting for supremacy of the skies can be a messy business, especially when it's peacetime and you run a commercial airline. This is an intriguing and engrossing business sim but you need to make too many allowances for sloppy programming for it to be 'fun'. ★★★

ALCATRAZ
Infogrames £25.99
AP13 73% NW
A bit of a pain in one-player mode (you have to play two characters simultaneously), but much more fun with a chum around, this maze game/shoot-'em-up is atmospheric and addictive, if not the biggest thing you'll ever see. Not bad. ★★★

ALIEN BREED
Team 17 £25.99
AP8 82% RP
Ultra-slick *Gauntlet* clone – it gets a bit repetitive but there's a huge amount of top slimy-slaughtering fun to be had beforehand. Not much evidence of one meg being used though. ★★★

ALIEN STORM
US Gold £25.99
AP9 44% NW
Imagine something as simple as *Golden Axe* without the clever sophisticated stuff. Yep, it's really that dreadful. ★

ALTERED DESTINY
Accolade £29.99
AP7 73% JD
Technically it's pretty grim, but a decent enough adventure game beneath the peeling wallpaper and flaking paint on the surface. A long way short of fabulous, though – ultimately it's just another average adventure. ★★★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 21% NW
John Madden Football without the groovy graphics, exciting strategy/arcade blend, competent programming and pretty much everything else. ★

AMNIOS
Psygnosis £25.99
AP9 76% MR
Inspired by arcade classics *Defender* and *Sinistar*, but this omni-directional-scrolling blaster is over-fast, under-controllable and graphically very cluttered. Reasonable fun, but utterly forgettable. ★★★

ANOTHER WORLD
US Gold £25.99

AP10 89% MR T100 No.20
Okay, so you'll finish it in a couple of days, but this is absolutely gorgeous stuff, playable and different with an atmosphere all its own. Every new screen is an exciting discovery, and while quantity may be lacking, there's no doubting this one's quality. Let's just hope for a (bigger) sequel soon. ★★★★★

APIDYA
Play Byte £25.99

AP13 89% MR T100 No.25
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is the terminally cool *R-Type 2*), but it's definitely completely excellent, so why are you reading this instead of going out to the shops to buy it right now? Eh? ★★★★★

AQUAVENTURA
Psygnosis £25.99
AP16 38% AP
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. Okay as an ambient relaxation tool but if that's what you're after, try fitting a coloured light bulb. ★★

ASHES OF EMPIRE
Mirage £34.99

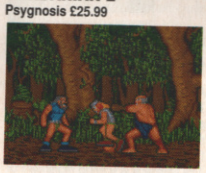
AP16 80% RL
Your mission, should you choose to accept it, is to bring peace and stability to the Confederation of Syndicalist Republics (a not very well disguised USSR/CIS sort of place). *Ashes* is one of those strategy role-playing games that people tend to be scared of, but despite being vast and complicated, it's surprisingly easy to get into and curiously addictive. ★★★★

A320 AIRBUS
Thalion £29.99
AP13 66% DG
You know how people say that if you want to play arcade games, you must have a console? Horrific image-wrecking trainspotter guff like this is the reason why. If you want to fly, go in a plane, don't buy an Amiga. 'Realistic'? Well maybe, but who cares? ★

BABY JO
Loriciel £24.99
AP8 49% MB
It's after you've played *A320 Airbus* that *Baby Jo* starts to look not quite so bad after all. It's a bit primitive and a bit simplistic, but it's cute and it's got a sense of humour, and you can do a lot worse than that in this bad old world. ★★

BACKGAMMON ROYALE
Oxford Softworks £19.99
AP12 45% JD
Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set and a decent book on the subject, it's better and cheaper. ★

BARBARIAN 2
Psygnosis £25.99



AP9 68% SC
Too little too late, this pretty little arcade adventure is completely lacking in action or challenge. Unless you found *Shadow Of The Beast* a bit too complicated for your liking, you'll get bored very swiftly. ★★★

BATTLE ISLE
Ubi Soft £29.99
AP9 78% SC
A really nice idea, with an excellent control interface, but it falls at the last hurdle thanks to some enormous delays during play and a badly thought-out combat system. There's the germ of a real classic in here, though. ★★★

BIG RUN
Storm £25.99
AP11 61% DG
With *Lotus II*, *Vroom*, and *Lotus I* on budget, do you really need this third-rate conversion of a second-rate arcade driving game? No, we didn't think so. ★★

BIRDS OF PREY
Electronic Arts £34.99
AP9 81% JD
Incredibly detailed and comprehensive, but the incredibly slow frame update gets in the way just too much for all but the real flight game purist. Lots to see and do (and shoot) if you're really patient though. ★★★

BLACK CRYPT
Electronic Arts £25.99
AP11 85% GP
Real RPG devotees don't seem to go for it – preferring the likes of the *Beholder* games, but there appears to be something about this one which draws in the uninitiated. It's nothing new, but give it a try – you might like it... ★★★

THE BLUES BROTHERS
Titus £25.99

AP7 87% SC T100 No.26
Funny, addictive, colossally playable, crisp and beautiful-looking, gorgeously presented, excellently-designed and magnificently-written. But that's enough about AMIGA POWER, *The Blues Brothers* is fab as well. Our favourite character licence game ever. John Belushi would have approved. ★★★★★

BONANZA BROS
US Gold £25.99
AP9 81% GP
Good conversion of the coin-op, but for some reason it's just not as lovable on home computer formats. Two-player mode is really good fun, but in solo mode it's lacking a bit. A touch slow, and the 10 levels can be played through in no time. ★★★

BOOLY
Loriciel £19.99
AP8 64% MB
Characterful and imaginative little thing, but you really need to force yourself to play it properly. It's quite engrossing, but it's never going to be a No.1. ★★★

BOROBODUR
Thalamus £25.99
AP11 34% SC
Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. Really badly programmed too. ★

BOSTON BOMB CLUB
Silmarils £25.99
AP7 78% MB
One of the better puzzle games we've seen, with lots of character and a simple but addictive idea neatly executed. Like most puzzlers, though, it doesn't have lasting appeal and you'll get bored after a while. ★★★

BRAIN BLASTERS
Ubi Soft £25.99
AP7 32% SC
Remember that old parlour game where you got shown a tray full of odd objects for 30 seconds and then had to remember what they all were? Well, now it's on the Amiga for £26. Isn't technology wonderful? ★

BREACH 2 (ENHANCED)
Impressions £29.99
AP10 60% RP
Spectrum-quality graphics, but a more entertaining game than many in the RPG genre. £30 is just silly, though. ★★★

BRIDES OF DRACULA
Gonzo Games £25.99
AP13 59% MS
Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy vs Spy*-esque vampire antics. ★

BUG BOMBER
DMI £25.99

AP17 70% SC
Er, well basically it's *Dyna Blaster* with twiddly bits. It's slightly better than *Dyna Blaster* as a one-player

game but *DB* beats it for multi-player fun and good looks. Overall, though, dead fab. ★★★★★

BUILDERLAND
Loriciel £24.99
AP8 63% MB
Potentially groovy *Lemmings*-type effort, but it's a shame it appears to have been programmed in AMOS. Still quite playable, but too primitive to really hold your attention. ★★★

CAPTAIN PLANET
Mindscape £25.99
AP8 43% NW
Really tragic platform atrocity licensed from one of the lamest cartoon heroes in living memory. Shoddily put-together and a complete waste of a potentially good design. ★

CARDIAXX
Electronic Zoo £25.99
AP9 59% SC
It's nice to see someone try to do a *Defender* for the '90s, but not so nice when it turns out to be as characterless and unplayable as this. Wildly over-sensitive and illogical in play. ★

CARL LEWIS CHALLENGE
Psygnosis £25.99

AP17 83% DG
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★★

CASTLES
Interplay £29.99
AP13 58% KF
Could-have-been-fun attempt at a *Sim City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any real depth or realism. ★★

CELTIC LEGENDS
Ubi Soft £30.99

AP9 89% KF T100 No.27
Fans of the 8-bit classic *Chaos* will find that this is the closest the Amiga's yet come to emulating that game's timeless appeal, but with added depth and strategy. A little on the slow side, but enormously compelling and enjoyable nevertheless. ★★★★★

CHAMPION DRIVER
Idea £25.99

AP9 75% SC
Fast and smooth cross between *Hot Rod* and *Super Sprint*, this is pretty shallow stuff but it's one of the most enjoyable Amiga driving games you'll see all the same. There's a good balance between achievement and reward too. ★★★★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 38% JD
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Chrysalis' *Graham Taylor Management* game instead. ★

CHE: GUERRILLA IN BOLIVIA
CCS £25.99
AP10 34% RP
About as up-to-date as Che himself. Forget it. ★

CHESS CHAMPION 2175
Oxford Softworks £19.99
AP12 80% KF
Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

CISCO HEAT
Image Works £25.99
AP10 66% SC
It's hard to tell if the programmers ever played the coin-op this is supposedly based on, but it's not a bad little arcade driving game in its own right. Then again, it's not exactly good, either. ★★★

CIVILIZATION
MicroProse £34.99

AP16 80% GP
The idea of god-sims, and this one in particular, is very appealing. Few of them really hit the mark, though, and this is one of those that just misses. The interface is a living nightmare of hell, but inside that shoddy body there beats a heart of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

THE COOL CROC TWINS
Arcade Masters £25.99

AP16 65% MS
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

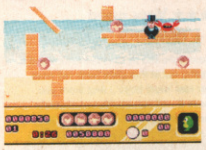
COVER GIRL POKER
Emotional Pictures/Storm £25.99
AP13 6% MR
A completely amazing game. You'll be amazed at the poor-quality pictures, astounded by the appallingly tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. If you own it, kill yourself. ★

COVERT ACTION
MicroProse £34.99
AP8 81% SC T100 No. 99
Ridiculously expensive but very atmospheric spy 'simulator', with lots of little sub-games (some of which are actually enjoyable, shock horror) actually going together to make a cohesive whole. Shame about that price, though. ★★★★

CRAZY CARS III
Titus £25.99

AP16 88% MR
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. Let down slightly by the lack of a two-player option but otherwise fab. ★★★★★

CRAZY SEASONS
Idea £25.99



AP17 73% LB
Cutesy, colourful platform puzzler featuring a pot-bellied penguin trying to save the universe. Not exceptionally original but very playable. ★★★★

CRIME CITY
If... £25.99
AP11 30% GP
Nice detective murder-mystery idea, but useless plot development and unpleasant user interface. This could have been good, if only it had had a bit of atmosphere to it. ★

CRIME TIME
Starbyte £25.99
AP9 32% RP
Hopeless adventure game, old-fashioned and unoriginal. Really, with the likes of *Monkey Island* around, we don't quite understand why people bother releasing this kind of drivel at all. ★

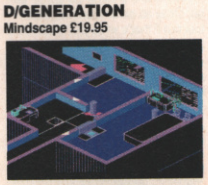
CYBERBLAST
Innerprise Software Inc £25.99
AP17 61% GP
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well enough but isn't overly interesting. ★★★

DEATHBRINGER
Empire £25.99
AP9 54% SC
Wildly impressive 32-level parallax, but there's nothing else to it at all. Even the gameplay that there is (simple hack'n'slash stuff) isn't very well executed. More of a demo than a game. ★★

DEATH KNIGHTS OF KRYNN
SSI/US Gold £25.99
AP7 60% SC
First the good news – this isn't nearly as hateful as *Secret Of The Silver Blades*. Now the bad news – it isn't nearly as good as *Deathbringer*. ★

DELIVERANCE
21st Century Entertainment £25.99
AP14 75% JD
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

D/GENERATION
Mindscape £19.95



AP16 88% JD
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Not so hot in the sound effects or graphics departments but it packs an addictive punch that could easily knock a few teeth out. ★★★★★

DISCOVERY
Impressions £29.99
AP15 75% JD
Ships, history, and the anniversary of Columbus' discovery of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. "Celebrate Columbus' anniversary on the Amiga", sez our Jonathan. Quite. ★★★★

DOJO DAN
Europress Software £25.99

AP16 66% GP
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has it's moments and is quite pretty to look at. ★★★

DOUBLE DRAGON III
Storm £25.99
AP9 29% SC
While the first two *Double Dragon* games were simplistic and over-easy, at least they looked quite nice. This is much less complex than either of those, and a lot uglier too. ★

DRAGON FIGHTER
Idea £25.99
AP9 56% JD
Novel mix of two styles (*R-Type*ish shoot-'em-up and strategy game), but neither section has been very well executed. The whole thing is pretty slick, but there's nothing much here to keep you entertained for long. ★★

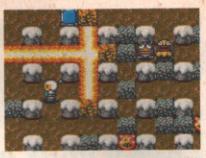
DREADNOUGHTS
Turcan Research Systems £34.95
AP14 80% JD
A naval strategy wargame that Jonathan liked? Nurse! ★★★★

DUNE
Virgin £30.99

AP15 81% DG
A highly polished adventure game which is more of a strategy game-cum-animated-book. It should appeal to adventure fans, and non-gaming fans of the book, alike. ★★★★

DYLAN DOG
Simulmondo £25.99
AP16 29% RP
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. Give it a miss. ★

DYNA BLASTER
Ubi Soft £30.99
AP12 83% MB T100 No.13
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must. ★★★★★



ELVIRA – THE ARCADE GAME
Flair £25.99
AP10 70% NW
Sort of like a prettier but much cruder version of *Gods*. Not bad, but not exactly thrilling, it's yet another of those 'okayish' jobs (you should know the drill by now). ★★★

ELVIRA II: THE JAWS OF CEREBUS
Accolade £34.99
AP13 33% GP
Totally dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

EPIC
Ocean £30.99
AP15 34% KF
Put that wallet away. The only thing that's epic about this one is how long we've had to wait for it. It scores on the graphics, and can be fun, but really – it's no game. ★

ESPAÑA GAMES '92
Ocean £29.99
AP17 38% MS
Huge variety of events but getting to them is a real chore. and they don't look too hot when you manage it. Not really worth the bother. ★

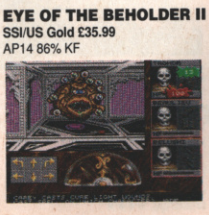
EUROPEAN CHAMPIONS
Idea £25.99
AP17 4% SC
Our lowest ever mark. Nuff said? ★

EUROPEAN CHAMPIONSHIP
Elite £25.99

AP16 59% SC
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate same. It doesn't look as if they did. As a footy game it's OK, but not up to the standard set by *Sensible Soccer* and *Striker*. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 64% NW
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EYE OF THE BEHOLDER II
SSI/US Gold £35.99
AP14 86% KF



Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think carefully before buying both, though. ★★★★

FACE OFF
Krisalis £25.99
AP9 60% SC
Manchester United Europe on ice, but less fun. About as good as Amiga ice hockey gets at the moment, though. ★★★

FALLING JEWELS
Soft & Easy £25.99
AP10 66% GP
Very rough-looking but sneakily likeable clone of the Sega *Tetris* clone *Columns*. You could do worse (like any of the official Amiga *Tetris* games, for example). ★★★

FANTASTIC VOYAGE
Centaur £25.99
AP10 77% RP
Average shoot-'em-up distinguished by a lovely lighting effect which lends the game a charming atmosphere, albeit without adding anything to the hackneyed design. ★★★

FASCINATION
Tomahawk £29.99

AP17 67% JD
Moderately groovy French adventure with a female central character. Nice and straightforward but tends to be a bit too linear. It looks great, too, although some of the scenes might trouble the less liberal-minded. Sexy or sexist? You decide. ★★★

FATE – GATES OF DAWN
Rainbow Arts £29.99
AP8 70% JD
Finicky and tatty FRPG, only partially redeemed by the fact that it's got some moderately cute babes in it. ★★

FINAL BLOW
Storm £25.99
AP9 33% SC
Astonishingly shallow even for a boxing game, you'll spend half-an-hour completing this and the rest of your life regretting buying it in the first place. So don't. ★

FIRE AND ICE
Renegade £25.99

AP14 88% MR
Magic Pockets, but fast and good. ★★★★★

FIRETEAM 2200
Internecine £29.99
AP13 31% DG
Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

FIRST SAMURAI
Ubi Soft (with Mega lo Mania) £30.99

AP8 91% SC T100 No.14
One of the most beautifully-

constructed and playable arcade adventures the world's ever seen, with truly stunning sound into the bargain. This is the way it should be done, always. ★★★★★

FLIGHT OF THE INTRUDER
Image Works £30.99
AP8 83% JD
Surprisingly enjoyable and zappy flight sim based on one of the US Navy's clunkier old airborne warhorses. Bags of quirky character. ★★★★

FLOOR 13
Virgin £30.99
AP14 75% MS
Tense sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 53% GP
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with and not very entertaining when you do. Football can be, and has been, done better. ★★

FOOTBALL DIRECTOR II
D&H £24.99
AP8 55% CC
Zzzz. ★

FORMULA ONE GRAND PRIX
MicroProse £34.99

AP7 92% GP T100 No.2
Probably the most stunning technical achievement seen in Amiga games programming to date, but more importantly, a superbly and endlessly playable game to boot. Monstrously impressive in every way – buy this or we'll shoot you. ★★★★★

4D SPORTS BOXING
Mindscape £25.99
AP9 40% GP
The fourth dimension is, er, a really boring place to be. ★

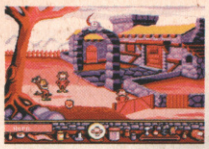
4D SPORTS DRIVING
Mindscape £25.99
AP11 69% NW
A quite neat *Race Drivin'* clone, somewhat spoiled by the really clumsy and thoughtless approach to disk swapping. ★★★

FUZZBALL
System 3 £19.99
AP9 80% MS
This *Bubble Bobble*-esque arcade platformer is almost there, but the stupid control and sky-high difficulty puts a very hefty spanner in its works. Could have been great, but isn't. ★★★

GLOBAL EFFECT
Millennium £29.99
AP13 60% JD
Sim City goes Green, but doesn't quite cut it gameplay and control interface-wise. Some very poor design logic makes it a chore. ★★

GO
Oxford Softworks £19.99
AP12 80% SC
Unsophisticated but workable version of one of the true classics of boardgaming. 100 skill levels and a handicapping system gives everyone the chance to play this absorbing and challenging game. ★★★★

GOBLIINS
Tomahawk £25.99
AP16 79% MR



Whatever it is they give those French game designers, we'll have doubles. *Gobliiins* is a quirky, not to say utterly weird, puzzler in typical Gallic style. The characters are irredeemably stupid but you'll love them just the same. Not exactly *Another World* but better than *Pushover*. ★★★★

THE GODFATHER
US Gold £30.99
AP10 56% MS
The Godfather saga –just try to imagine how much potential there is for a really great game in there. Then look at this godawful witless *RoboCop* clone and cry for a day and a half. ★

GOLDEN EAGLE
Loriciel £28.99
AP10 55% JD
Icky *Rolling Thunder* playalike with cute animation but no noticeable gameplay. Uninteresting, uninspired and un-French. ★

GRAEME SOUNESS VECTOR SOCCER
Impulze £25.99
AP10 32% SC
A brave effort, but while the vector graphics work pretty well, the soccer bit fails miserably. File under 'nice try, no cigar'. ★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99

AP16 82% AP
Poor old Graham gets a lot of stick these days and there are many that would say he deserves it. Apparently he was involved in the development of this football manager sim and, if that's the case, his detractors will have to give him some grudging credit for a job well done. It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying. ★★★★

GREAT NAPOLEONIC BATTLES
Impressions £29.99
AP10 63% RP
Duff wargame with a built-in editor so you can actually make it as much fun as you want! Allegedly. ★★

GUY SPY
ReadySoft £29.99
AP17 33% AP
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. It's a step in the right direction, just not a very big one. ★

HAGAR THE HORRIBLE
Kingsoft £25.99
AP9 65% MS
A more expensive version of *The New Zealand Story* with Vikings in it. Surprisingly enough, though, it's less cute. ★★★

HARE RAISING HAVOC
Disney £25.99
AP12 28%SC/68% MR
It looks nice, but there's about as much gameplay in here as there is in a big empty box marked 'Gameplay-Free Zone'. It's quite funny) but you'll never play it more than once. If you've got a hard drive (and you can't play this any other way), don't waste its memory space. ★

HARLEQUIN
Gremlin £25.99

AP11 91% SC T100 No.15
One of the most complete, entertaining, addictive and imaginative games of any kind ever seen on the Amiga, *Harlequin* is a tour de force of programming and design. It's the game *Robocod* should have been. Platforms and spacehoppers have never been so much fun. ★★★★★

HARPOON (WITH BATTLESET II)
Electronic Arts £34.99
AP11 64% JD
Phenomenally detailed, but you'll have to be a retired Admiral to have enough time on your hands to play it properly. ★★

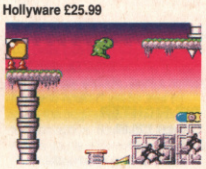
HEARTS OF CHINA
Sierra £34.99
AP10 84% MR
Lots better than most Sierra efforts, but still very linear, and if you haven't got one meg and a hard drive, forget it completely. ★★★★

HEIMDALL
Core Design £30.99

AP8 86% MB T100 No.46
If you're fed up of appallingly tatty RPGs, why not show some programmers this? Accessible, playable, gorgeous to look at, but still holding plenty of depth and challenge, this is the way the genre should be going. ★★★★★

HERO QUEST: RETURN OF THE WITCHLORD
Gremlin £14.99
AP7 80% JD
A clutch of new levels for the pretty groovy board game conversion. Nothing remarkable, but it certainly extends the game's life. ★★★

HOI
Hollyware £25.99



AP17 60% GP
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOME ALONE
Accolade £24.99
AP10 48% RP
Almost as irritating as Macaulay Culkin. ★

HOOK
Ocean £25.99
AP15 84% MR
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's

small and shallow, but still jolly nicely formed.★★★★

HOSTILE BREED
Palace £25.99
AP15 82% MR
Brave, different, and mostly successful attempt to add intelligence to the shoot-'em-up. Sadly it's the shoot-'em-up bit that lets the side down. A little more attention should have been given to the arcade side of things. ★★★★

HOT RUBBER
Palace £25.99
AP14 50% GP
Completely take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

HUDSON HAWK
Ocean £25.99
AP7 75% SC
Almost a prototype *Titus The Fox*, this is an almost-great cartoon platform effort ruined by a hideously unfriendly inertia-heavy control system. Still more cohesive and enjoyable than the usual movie licence game, though. ★★★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 41% AP
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. Livens up a bit as a two player game but overall it's a bit of a duffer. ★★

INDY HEAT
Storm £25.99
AP11 63% SC
A very good conversion of the arcade game, but it's just too easy and it lacks the addictive life of *Super Off Road*. Excellent fun with a couple of friends round all the same, though. ★★★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 78% MR
Being Olympics year, 1992 was bound to spawn a few sports sims. This one features swimming, diving, cycling, show jumping, skeet shooting, and a marathon. It has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round on a rainy afternoon. ★★★

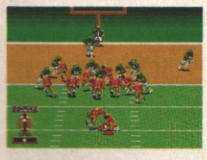
ISHAR
Silmarils £29.99
AP15 78% KF
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the real meat of the action. ★★★

JAGUAR XJ220
Core Design £25.99
AP15 85% JD
Sadly this game hasn't improved on *Lotus II*, with a lack of driving excitement and cars on the road being two major problems. On the other hand it does have a lap rather than course structure, excellent weather effects and a track editor. Among the better of the sprite based driving games, but *Crazy Cars III* is now the firm office favourite. ★★★

JIM POWER
Loriciel £25.99
AP15 78% MR
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad.★★

JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 74% GP
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. Good fun, but shallow. ★★★

JOHN MADDEN FOOTBALL
Electronic Arts £25.99



AP11 90% NW T100 No.23
Limited entertainment with a single player, but one of the most involving, absorbing and hugely playable two-player games ever. Only for fans of the sport, though. ★★★★★

KID GLOVES 2
Millennium £25.99
AP10 58% SC
Something of a wasted licence – this actually used to be called *Little Beau*, but had the *Kid* name tacked on at the last minute to no great effect. Essentially *Super Wonder Boy*, but a bit more crude. ★★★

KNIGHTMARE
Mindscape £30.99
AP9 74% MR
Something of another wasted licence, with all the potential of the TV show passed over in favour of, basically, a rewrite of Tony Crowther's earlier game *Captive*. It's all very clever, but the atmosphere just isn't really there. Very tough too. ★★★

KNIGHTS OF THE SKY
MicroProse £34.99

AP8 87% JD T100 No. 9
This is what it's really all about in the flight sim department. You can keep your *F-15s* and your *A320 Airbuses*, *Knights Of The Sky* captures the daredevil feel of the magnificent men of WW1 perfectly, with glorious dogfighting and lots of tricky missions. No collection should be without it. ★★★★★

KING'S QUEST V
Sierra £39.99
AP7 83% MR
Pretty impressive adventuring stuff, if a bit limited plot-wise (and certainly not up to Lucasfilm standards). Graphically excellent, but once more this is for hard drive owners or the unbelievably patient only. ★★★★

LAST NINJA 3
System 3 £35.99
AP7 80% SC
Not quite as unplayable as the previous games in the *Last Ninja* series, but still a bit of a nightmare in the control department. More technically advanced, but pretty deficient character-wise, this just doesn't really grab you. ★★★

LEANDER
Psygnosis £25.99

AP10 83% MR T100 No.56
Slick, smooth and highly professional platforming antics (and the hero wears a silly hat too) – a bit on the generic side, but no less enjoyable for that. Plenty of it too. ★★★★

LEGEND
Mindscape £30.99
AP14 91% KF
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

LEISURE SUIT LARRY 5
Sierra £34.99
AP11 50% KF
The kind of thing that makes buying a Super NES suddenly seem like a really good idea. Inept, unfair, morally-dubious, and about as nice to look at as your average motorway pile-up. Face it, it's rubbish. ★

LINKS
US Gold £37.99

AP16 70% MS
Links is easier to play than either *MicroProse Golf* or *PGA Tour Golf*. It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99

AP16 65% SC
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks any real depth. There's not much of the pitch on the screen at any time so tactics are out. It looks OK and has a lot of good ideas but overall it doesn't really make it. ★★★

LORD OF THE RINGS
Electronic Arts £29.99
AP9 63% MR
Very atmospheric, with a friendly control interface, but the Amiga really creaks as it tries to keep it all going. Only for those who aren't in a hurry. ★★★

LOTUS TURBO CHALLENGE II
Gremlin £25.99
AP7 87% CC T100 No.42
There's still a powerful office lobby that says this game isn't as good as *Lotus 1*, but nobody's arguing with the fact that this is an excellent and superbly-executed racing thriller. Consider *Vroom* first, though. ★★★★

LURE OF THE TEMPTRESS
Revolution £30.99

AP15 88% MS
Not as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks. It doesn't contain as much humour as *MI2*, but if you prefer the slightly more serious approach to adventures you'll love it . You won't be disappointed. ★★★★★

MADDOG WILLIAMS
Game Crafters £30.99
AP12 47% JD
Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' – but why not blow your £31 on something that's actually 'good'? ★★

MAGIC GARDEN
Electronic Zoo £25.99
AP9 55% MB
Novel 'keep-the-garden-functioning-by-doing-ten-things-at-once' idea, but in action it simply doesn't grab you. You can't, indeed, see the wood for the twee. (Sorry, that was too good not to use again...) ★★

THE MANAGER
US Gold £25.99
AP14 36% SC
Everything that's tedious and inept about football management games can be found in this hopeless pile of old nob. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play, with no redeeming features at all. Avoid desperately. ★

THE MED CONFLICT – BATTLESET 3
Electronic Arts £14.99
AP12 65% JD
Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a single one of our readers is in the slightest bit interested in it. Prove us wrong (all you Village People fans). ★★

MEGAFORTRESS
Mindscape £30.99

AP16 82% RL
Pull on that battered leather flying jacket, polish up your Ray-Ban Aviators and be the pilot of a B-52. At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

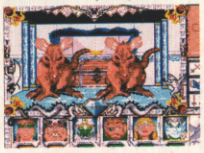
MEGATRAVELLER 2
Empire £29.99

AP16 60% AP
A positively massive sci-fi FRPG with everything including the kitchen sink. Great scope for independent exploration and 'doing your own thing'. *Megatraveller* was deep, the sequel is even deeper – it just doesn't have any water in it. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MERCENARY III
Novagen £29.99
AP10 50% KF
Disappointingly lacklustre sequel to the pretty entertaining previous two *Mercenary* games. Looks absolutely dreadful and there's not really a lot to do. ★★

MICROPROSE GOLF
MicroProse £34.99
AP8 84% SC T100 No.50
Lovely 3D golf sim with lots of frills, but the core of the gameplay isn't all it should be, and it's sort of embarrassing watching the Amiga simply throw away the bits of screen it can't cope with moving around. ★★★★

MIGHT & MAGIC III
New World Computing £35.99



AP16 87% RP
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. It's got auto-mapping; effective combat; big, deep realistic gameplay; and almost everything else you could ever want. The sound and animation aren't up to much but they never are. *M&M III* is a real sweetie. ★★★★

MIG-29M SUPER FULCRUM
Domark £39.99
AP7 80% CC
Wildly over-priced and over-serious sim that needs a lot more action and a bit more interesting scenery if it's going to get people to fork out 40 quid for it. ★★

MILLE MIGLIA
Silmulmondo £25.99
AP15 53% MB
A slow, vintage car style driving game dressed up in authenticity. Great for fans of the classic car, of dubious worth for the rest of us. If you like fast driving games, forget this and go for *Lotus II*. ★★

MONKEY ISLAND 2
US Gold £37.99

AP15 90% GP
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained and on your toes. ★★★★★

MOONSTONE
Mindscape £30.99
AP9 73% NW
This RPG hack-'em-up looks good, but the game doesn't flow and it's not as involved as it'd have you believe. ★★★

MYTH
System 3 £25.99
AP15 67% GP
System 3 certainly get an 'A' for effort. Myth is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth, and some of the puzzle logic is crazy. ★★★

NAPOLEON 1
Internecine £29.99
AP8 39% JD
Aaaaarrrrrgggghhhh! ★

NECRONOM
Linel £25.99
AP9 78% SC
Offputtingly tacky-looking at first, but worth sticking with to discover the challenging and imaginative (for a shoot-'em-up, anyway) game hidden beneath the surface. ★★★

THE NEVERENDING STORY II
Linel £25.99
AP10 42% JD
Lots of little sub-games, but nothing that really gives you any feel for the film at all. Even in a genre with some real junk around (ie the multiple-sub-games movie licence), you can find lots of better examples than this. ★

OH NO! MORE LEMMINGS
Psygnosis £25.99 (data disk version £19.99)

AP9 82% SC
A sadly missed opportunity to do something really interesting, but if you're a *Lemmings* lover who wants a new load of screens in the same vein as before, you'll be in seventh heaven. The difficulty curve is crap, though, and it's overpriced. ★★★★

OPERATION COM-BAT
Merit Software £25.99
AP16 39% RP
It's a wargame and it's not very good. Okay? ★

ORK
Psygnosis £25.99
AP12 66% NW
This isn't a more complicated and less zappy version of *The Killing Game Show* at all – not! ★★★

OUTRUN EUROPA
US Gold £25.99
AP7 74% MB
Two years too late, this isn't a bad game, but compared to *Lotus 2* and *Vroom*, it's left standing at the starting line. The programmers seem to have got bored half way through, too. ★★★

PACIFIC ISLANDS
Empire £29.99
AP13 87% MR T100 No.63

Brilliantly exciting and tense tank sim that improves over its predecessor *Team Yankee* by a factor of four. A little complex for the arcade junkie, but fab all the same. ★★★★★

PANZER BATTLES
Strategic Studies Group £25.99
AP12 62% JD
Quite bright and colourful, but suffers from Crap Indistinguishable Icon Disease. ★★

PAPERBOY 2
Mindscape £25.99
AP17 28% RP
If you want to be a paperboy, get a job delivering papers. ★

PARASOL STARS
Ocean £25.99

AP11 88% SC T100 No.18
Much more in the vein of *Bubble Bobble* than *Rainbow Islands*, this is a great all-action platformer with a particularly inspirational two-player mode. Not quite the same addictive pull as its immediate predecessor, though. ★★★★★

PGA GOLF COURSE DISK
Electronic Arts £14.99
AP11 75% RP
Some extra bits for one of the grooviest sports games ever – has to be a good thing, really. (Unless you're sick of it already.) ★★★

PEGASUS
Gremlin £25.99
AP8 69% MR
Two-style shoot-'em-up with beautiful graphics but deeply uninspiring gameplay. Alright but brain dead and lifeless. ★★★

THE PERFECT GENERAL
Ubi Soft £34.99

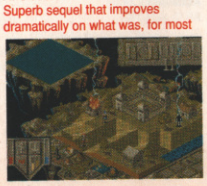
AP16 75% RP
Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other.★★★

PINBALL DREAMS
21st Century Entertainment £25.99

AP12 87% SC T100 No.78
'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Supremely gorgeous and it'll last you a lifetime – what more could you possibly ask for? ★★★★★

PIT-FIGHTER
Domark £25.99
AP7 64% MB
The kind of thing which rather worryingly passes for coin-op entertainment these days looks completely sad and weedy on a little Amiga screen. Skip it unless you've got some serious psychological problems. ★★

POPULOUS II
Electronic Arts £29.99
AP8 93% MB T100 No.8
Superb sequel that improves dramatically on what was, for most people, one of the best games of all time. If that's not a good enough recommendation, we don't know what is. Our highest-ever mark for a full-price game. ★★★★★



POPULOUS WORLD EDITOR
Electronic Arts £14.99
AP10 70% GP
Don't like the graphics or the landscapes in the original *Populous*? Fiddle around with them (and the worlds, of course) with this handy, if ultimately rather limited, toolkit. ★★★

POWERMONGER: WW1 EDITION
Electronic Arts £14.99
AP12 65% JD
Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

PREMIERE
Core Design £30.99

AP17 84% MR
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. If Bruce Willis were a computer game, he'd probably be *Premiere*. ★★★★

PROJECT X
Team 17 £25.99
AP13 78% SC T100 No.82
We thought this was going to be a contender for game of the year, but we were wrong. Slick and brash and arcadey, but also bugged and dramatically under-playtested. A crying shame. ★★★

PROPHECY
Mirage £25.99
AP17 29% SC
Very, very like *Super Wonder Boy* only not as good. ★

PSYBORG
Loriciel £25.99
AP14 65% GP
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin for a full-price product. ★★★

PUSHOVER
Ocean £25.99
AP14 79% MR
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though. ★★★

RACE DRIVIN'
Domark £25.99
AP13 72% NW T100 No. 47
A better effort than Domark's original *Hard Drivin'* conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★★★

REALMS
Virgin £29.99
AP9 84% KF T100 No.47
It's basically a slightly more complex version of the old *Kingdoms* game, but it's beautifully done. The game can occasionally descend into dull number-juggling, though. ★★★★

RED BARON
Dynamix £34.99
AP12 19% GP
On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

RISE OF THE DRAGON
Sierra £34.99
AP7 79% JD
Quite neat, this one. It's different and evocative, but the game's a pretty simple one when you get down to it. Yet again, though, don't bother if you're not one of those rare (and lucky) hard drive-owning types. ★★★

RISKY WOODS
Electronic Arts £25.99
AP15 82% MS
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied, and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★★

ROBOCOD
Millennium £25.99
AP7 87% CC T100 No.66
Not quite, perhaps, the console-beater everyone thought it was at first, *Robocod*'s still a cute and lovely platform romp. It's a shame it's not a bit (well, okay, a lot) tighter, but it's still worth a play or three. ★★★

ROBOCOP 3
Ocean £25.99

AP10 85% MB T100 No.71
The most surprising film licence in ages, this really brings out the feel of the film, with lots of fast-paced action depicted in impressive 3D vectors, with lovely presentation into the bargain. It doesn't quite hang together as a game, perhaps, but brave, and a definite success. ★★★★★

ROBOZONE
Image Works £25.99
AP9 39% SC
Useless three-section arcade game. The first (platform) bit's crap, the second (3D maze) bit's really crap. The last (shoot-'em-up) bit isn't worth playing the other two bits for. ★

ROLLING RONNY
Virgin £25.99
AP7 50% CC
Sweet and challenging scrolling platformer with a lovable hero and some really crisp graphics, but the levels are too long, hard and repetitive to keep you interested for all that long. ★★★

RUBICON
21st Century Entertainment £25.99
AP13 74% RP
Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★★

RUGBY COACH
D&H £24.99
AP10 42% RP
Football management, without the interesting football bits. You don't want to buy this, you really don't. ★

RUGBY – THE WORLD CUP
Domark £25.99
AP8 86% CC T100 No.74
No-nonsense no-frills heavy-duty joystick waggle frenzy in this *Kick Off*-like rugby licence. A bit easy to beat, but great, exhausting fun against another human player all the same. ★★★★

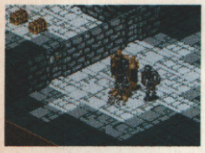
SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 55% AP
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninja fetishists. ★

SENSIBLE SOCCER
Renegade £25.99

AP15 93% SC
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it!
★★★★★

7 COLOURS
Infogrames £19.99
AP8 47% JD
Nice idea, but once again a puzzle game turns out to be more a test of chance than a genuine brainteaser. Never mind, eh? ★

SHADOWLANDS
Domark £29.99



AP11 87% MR T100 No.49
Very lovely RPG with a neat light-and-darkness effect, which (despite the fact it does have some gameplay implications) is mainly just a cosmetic gimmick on top of what's a well-designed and absorbing game. Good stuff, though occasionally a tad sluggish. ★★★★

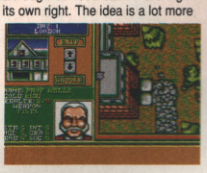
SHADOW SORCEROR
US Gold £27.99
AP8 71% MR
Not very accessible – and not very appealing to FRP purists either – this is an awkward, disjointed and generally unfulfilling game. Worth a try if you're after something a bit different, though *Shadowlands* does it better. ★★★

SIM ANT
Ocean £34.99
AP14 59% MB
Some of the most appaling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

SIMEARTH
Ocean £34.99
AP17 41% JD
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SMASH TV
Ocean £25.99
AP9 81% MR
Massively disappointing conversion of one of the best coin-ops in years. Written in such a way as to cater for the American market, so why should you spend any of your hard-earned Sterling on it? ★★★

SPACE 1889
Empire £30.99AP9 74% SC
Inferior follow-up to *MegaTraveller*, although it's not a bad RPG thing in its own right. The idea is a lot more



interesting than the execution, though. ★★★

SPACE ACE II
Empire £34.99
AP10 17% SC
Look, it's simple. Are you a total cretin? Do you want to see crap games come out on the Amiga in the future? If the answer to those questions is 'no', don't buy this game. There's nothing else to it. ★

SPACE CRUSADE
Gremlin £25.99
AP12 85% KF T100 No.60
Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★

SPACE GUN
Ocean £25.99
AP12 69% MR
Zappy *Operation Thunderbolt* clone, but nowhere near as good. Fun with a Trojan Light Phaser, but not much else. ★★

SPOILS OF WAR
Internecine £29.99
AP14 45% JD
Tedious rubbish. There is no truth in the rumour that wargames have to be dull to be realistic. We've said it often enough by now, but just to reiterate – something being a wargame isn't an excuse for it being programmed to sub-1986 standards. ★

STARUSH
Ubi Soft £25.99
AP14 64% SC
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. Not a rip-off, but not really worth buying either. ★★★

STEEL EMPIRE
Millennium £29.99
AP11 63% RP
There aren't many wargames set in the near future, but this is, er, one of them. It didn't set our hearts on fire, but being objective this is quite good. Only quite good, mind you... ★★★

STEVE McQUEEN WESTPHASER
Loriciel £25.99
AP10 25% SC
A funny cartoon version of *Operation Wolf* set in the Wild West is undoubtedly a good idea, but it would be an even better idea to make it playable. It might also have been quite amusing to have put Steve McQueen in it at some point. ★

STORM MASTER
Silmarils £25.99

AP11 86% MS T100 No.72
Another *Kingdoms* game, but there's lots more to do in this one than *Realms*, and there's more variation to the gameplay too. ★★★★

STRATEGO
Accolade £25.99
AP7 52% CC
Another technically good conversion of a board game that simply doesn't work as a human-vs-computer effort. That wouldn't be quite so bad if you could play another person at it. But you can't. ★★

STRIKER
Rage £25.99
AP15 76% SC
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good, proving very frustrating unless you select one of the top sides. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

STRIP POKER DELUXE II
CDS £25.99
AP8 7% CC
The only good thing about this is that it plays a better game of cards than *Cover Girl Poker*. It's still complete and utter rubbish, though. ★

STRIKE FLEET
Electronic Arts £29.99
AP9 64% CC
Lots of extremely interesting guns and stuff to use, and a huge manual to plough through. But it's a surprisingly shallow game when you look closely at it. Not much cop, really. ★★

SUPER SPACE INVADERS
Domark £25.99
AP8 51% RP
A groovy arcade game becomes a total disaster of slowness and programming incompetence on the Amiga. More like the 1977 original than the sexy *Super Space Invaders* coin-op, this is junk. ★

SUPER TETRIS
MicroProse £29.99
AP17 54% SC
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

TENNIS CUP 2
Loriciel £25.99

AP17 72% MS
The control system is difficult to get to grips with at first, but, once mastered, it makes this one of the better tennis sims. Good looking with lots of options. All this and Inspector Clouseau announcing the scores, what more could you want?
★★★★

THEIR FINEST MISSIONS
US Gold £15.99
AP7 70% JD
Interestingly enough, there's nothing here you couldn't get for free by using the original game's custom mission option. Save your money, unless you're a terminally lazy fan of *Their Finest Hour*. ★★

THUNDER BURNER
Loriciel £19.99
AP10 30% RP
Utterly nightmarish kind of *Buck Rogers* meets *Space-Harrier*-thing. A drab shoot-'em-up without the nifty flying-around-bits from *Space Harrier*. Fun VCR feature but this is the kind of thing that gives French programmers a bad name. ★

THUNDERJAWS
Domark £25.99
AP8 17% SC
Then again, the British don't come out too well either if you look at this sort of thing. Average *Rolling Thunder*-type coin-op, dreadful conversion, and that really is all you need to know. ★

TILT
Genias £25.99
AP10 50% JD
Similar in many ways to *Boston Bomb Club*, but a whole lot less lovable, this is a simplistic and repetitive puzzler that doesn't bear up to more than a few games. ★★

TIP OFF
Anco £25.99
AP10 75% GP
Pretty iffy attempt at transferring the success of *Kick Off* to a basketball game, spoiled by dodgy control and the fact that basketball simply doesn't work the same way as football does (not that *Kick Off* played much like football anyway). ★★

TITUS THE FOX
Titus £25.99

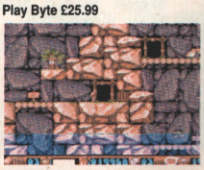
AP12 88% SC/MR T100 No.22
Hudson Hawk meets *The Blues Brothers*. Huge, wonderful platformer, dragged down a bit by mammoth disk accessing, but no less unmissable for all that. The cutest game hero in the known universe, too (nobody's based a game on Winona Ryder yet).
★★★★★

TOP BANANA
Hex £25.99
AP11 45% JD
Bizarre environmentally-friendly (both in concept and execution) *Rainbow Islands* clone, this is certainly one of the oddest games we've seen in a while. Unfortunately, while it's almost exactly the same game as *Rainbow Islands*, it's only about a tenth as good. ★★★

TOUCHDOWN
Strike Force £14.99
AP15 48% NW
Slick presentation keeps up the pace of a technically sound, if uninspired, coaching sim. All the basic features you'd expect, but gridiron fans deserve more action and a little more to excite the imagination. ★★

TV SPORTS: BASEBALL
Mindscape £25.99
AP15 52% NW
Well put together, but very tedious after an hour or so. If you do want baseball on your Amiga then try the much better *RBI Two Baseball* instead. ★★

UGH!
Play Byte £25.99



AP15 79% MR
A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look.
★★★★

ULTIMA VI
Mindscape £30.99
AP13 90% MR T100 No.17

Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of the art for Amiga role-playing. Enough to keep you going for months. ★★★★★

UNDER PRESSURE
Electronic Zoo £25.99
AP8 12% SC
An *Alien Storm*-esque shoot-'em-up which looks incredibly like a Psygnosis game and plays incredibly like a complete load of old tosh. Probably the least involved game we've ever reviewed. ★

UTOPIA: THE NEW WORLDS
Gremlin £14.99
AP14 60% SC
Er, some new worlds for *Utopia*. They're okay, really. Is it just us or is £15 a lot of money for a data disk?
★★★

VENGEANCE OF EXCALIBUR
Virgin £30.99
AP13 60% MS
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

VIDEOKID
Gremlin £25.99
AP11 70% SC
Mega Twins without the platforms. Okay, it's not really all that similar – it just looks that way initially. This is a rather pretty, constantly scrolling shoot-'em-up, and quite good fun really. ★★★

VIKINGS
Krisalis £25.99

AP16 81% MR
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy to use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. And you can compete against your friends. ★★★★

VOLFIED
Empire £25.99
AP8 80% MB T100 No.90
Arcade classic *Qix* revisited. A near-perfect clone of the coin-op, but it's not as much fun as the 1980 original. Still, enjoyable to play, even if it's not the toughest game ever. ★★★★

VROOM
Ubi Soft £25.99
AP12 88% SC T100 No.35
The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without.it. ★★★★★

WINTER SUPERSPORTS 92
Flair £25.99
AP15 61% GP
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★★

WILD WHEELS
Ocean £25.99
AP7 52% SC
Extremely basic future-football game played with cars instead of footballers. Promising idea, but this effort feels and looks half-finished. There's not much to do, and what there is isn't very inspiring. ★★

WIZKID
Ocean £25.99

AP15 91% MR
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least) If you don't buy *Wizkid*, your life really will be a lot poorer.
★★★★★

WOLFCHILD
Core Design £25.99
AP10 58% SC
Hugely disappointing platformer that's the sequel to *Switchblade* in all but name. Too short, too easy, too repetitive, and lacking the character and inspiration that separates a good game from the run-of-the-mill. ★★★

WORLD CLASS RUGBY
Audiogenic £25.99
AP9 63% MS
Poor attempt to do for rugby what *John Madden Football* did for the American gridiron game.Good graphics but dreadful control system. Over-technical, and a pain to get to grips with. ★★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99

AP14 86% MS
Dramatically-improved version of the earlier game, right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (a la *John Maddon Football*) is neat, too.
★★★★

WWF WRESTLEMANIA
Ocean £25.99
AP10 39% GP
There's a limited amount of gameplay scope in any wrestling game, but even so there's a lot more to be got out of the *WWF* than is achieved by this lame and cynical cash-in. Strictly for educationally underprivileged 8-year-olds, we think you'll find. ★

ZONE WARRIOR
Electronic Arts
£25.99

AP7 42% JD
Totally horrible mazey platform game with primitive graphics and even more primitive gameplay. The most remarkable thing about this trash is that it comes from the usually-reliable Electronic Arts. Don't even think about it. ★

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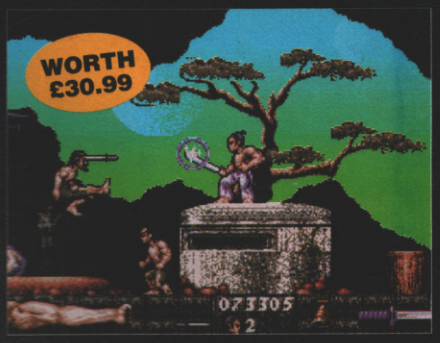
HARLEQUIN

Robocod is a great game, there's no denying it, and an excellent way to prove to your friends that the Amiga can do the sort of things people buy 16-bit consoles for. However – and make no mistake about this – *Harlequin* is better. It's bigger, it's more packed with stuff, it's just as imaginative, and things don't slow down half as much when there's lots going on on screen. It's the bee's knees!



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1 May 1991 Our first issue! *Eye Of The Beholder, Gods* and *Cybercon III* and the first part of the *Rainbow Islands* player's guide
On the disk: *Bombuzal* – the complete game!*

2 June 1991 And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*!
On the disk: *Kid Gloves* – the complete game!

3 July 1991 You want Core Design, CDTV, *F-15 Strike Eagle II, Deuteros*, and *Toki*? – this is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great PD!*

4 August 1991 The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters, The Executioner* plus three excellent PD games!*

5 September 1991 All the new god sims compared. *Lemmings* preview. *Mega lo Mania* reviewed.
On the disk: *Barbarian II* demo, plus five (five!) great PD games!*

6 October 1991 *Midwinter II, Cruise For A Corpse, Magic Pockets Rodland* and many more reviewed.
On the disk: *Rolling Ronny, Captain Planet, Bullfrogger* and still more!*

7 November 1991 *Monkey Island II, Indy Jones* previews. *Formula One Grand Prix, Blues Brothers, Lotus II, Robocod* and more reviewed.
On the disk: *Leander, Video Kid*, plus PD games!*

8 December 1991 Bumper Xmas hardware guide. *Populous II, First Samurai, MicroProse Golf, Knights Of The Sky*.
On the disk: *Cisco Heat, Elvira Arcade* (one meg), best of PD!*

9 January 1992 Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV, Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles*.

10 February 1992 Spring Game Guide. Reviews of *RoboCop 3, Another World, Leander* and more!
On the disk: PD Special – featuring *Mr Wobbly Leg, Raid* and *Squamble*.

11 March 1992 *Mega lo Mania II* – diary of a game. Platform games buyers guide. Reviews of *Harlequin, John Madden, Shadowlands*
On the disk: *Pacific Islands* mission and three PD games!

12 April 1992 Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars, Titus The Fox, Vroom*.
Double disk: *Titus The Fox, Project X*, plus *Rome* (one meg only).

13 May 1992 Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya, Project X*.
Double disk: Demos of *Sensible Soccer, Wizkid, Campaign, Pinball Dreams*.

14 June 1992 Footy games preview, joystick guide. Reviewed: *Fire & Ice, Addams, Eye Of The Beholder II, Pushover*.
Double disk: Playable levels of *Legend* and *Aqua Ventura*.

15 July 1992 Reviews! *Wizkid, Sensible Soccer, Monkey Island 2, Lure of the Temptress* and (of course) much more.
Double disk: *Galactic, Amega Race, Number Fumbler*, Mental Image shareware.

16 August 1992 Shoot 'em-up guide. Reviewed: *Crazy Cars III, Links, Dojo Dan, Civilization, Might & Magic III*
Double Disk: *D:Generation, Level Two, Troddlers*, and *Locomotion*

17 September 1992 Pop stars and their games. Guide to multi-player games.
Reviewed: *Premiere, Bug Bomber, Fascination*.
Double Disk: *Top Secret, Beast Master, Captain Dynamo*.

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An opportunity to buy back issues of our very own sister mag. Issue 24 has two complete games on the coverdisk, *Archipelagos* and *Vaxine*, while Issue 33 includes the wonderful 3D landscape package, *Vistas*.

* *Please note: disks 1, 3, 4, 5, 6, 7, and 8 are NOT A500 Plus compatible*

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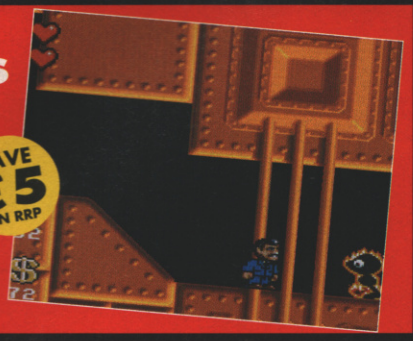

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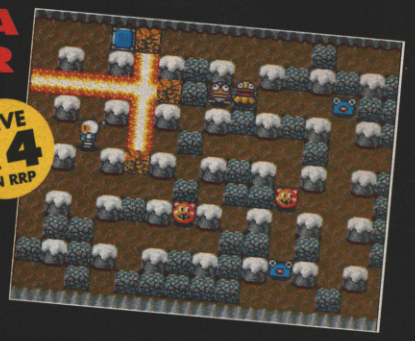

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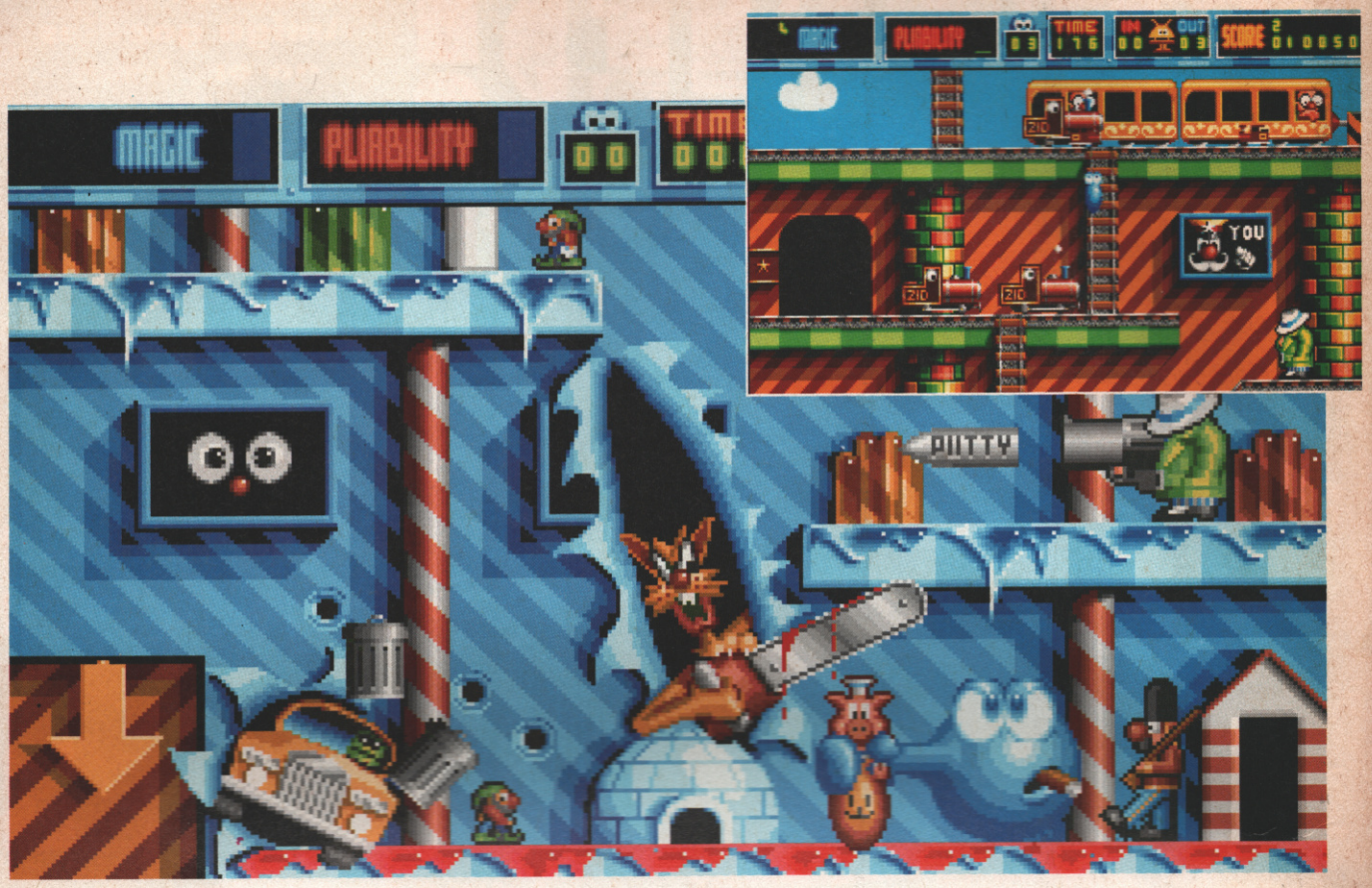

PUTTY IN THE STYLE OF SAM PECKINPAH

BY PHIL THORNTON

"*Putty* is just so cute, that I wanted to do something completely different. Transforming into into a Sam Peckinpah-style splatter scene was the obvious thing. It was also a good way to let off steam after working on such a cute game after 18 months.

In the scene here arch enemies Dazzledaze and Putty have actually joined forces, and of course there's the gratuitous inclusion of a car bursting through the scene.

I'm big fan of Sam Peckinpah, but my favourite splatter movie just has to be The Texas Chainsaw Massacre."

IN THE **style** OF...

The column that asks programmers 'what if?' and actually gets a reply delves further into the nether of world of games which don't quite exist. This month's In The Style Of sees the ultra-cute *Putty* from System 3 get ultra-violent. Putty goes evil, blood stains the platforms, and Dazzledaze the cat gets to wield a chainsaw – all in the style of cult splatter-thriller director Sam Peckinpah. Just be thankful *Putty* doesn't really look like this.

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Screen shots from various formats.

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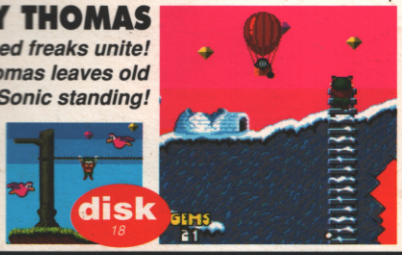

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